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| EXPERIENCE  |
| **Environment Artist – Audio Blocks** | Indie Game Project |
| * Served on a team consisting of seven graduates from Brown College to create a game aimed towards mobile gaming platforms.
* Modeled, Textured, and Optimized over XXX custom assets designed for use in the Unity Game Engine.
* Created concepts for level designs in accordance with general gameplay mechanics.
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| **Model Lead – Fishy Situation** | Angry Gamer Studios |
| * Mitigated assignments to colleagues and worked within schedule.
* Modeled, textured, rigged, and animated fish objects for use within Flash.
* Designed level backgrounds, website, custom box art, Game Logo, other Media for Print and Digital Use.
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| **Model Lead – The Oil Rig** | Class Project |
| * Assigned models based on meetings to members of the model team.
* Modeled, Textured and Optimized assets for use in Unreal 2.0.
* Set Schedules and deadlines for model completion.
* Worked closely to the level design and texture artist teams to ensure progress.
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| **Level Designer – The Dark Carnival** | Personal Project |
| * Designed concept for Level and general theme.
* Modeled, Textured, and Rigged over 60 assets for level.
* Mapped level using Unreal 2.0 and non-standard texture maps for terrain.
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Skills
 - Low and High Poly 3D Environment and Asset Modeling, Texturing, Rigging, Lighting, Rendering, Rapid Prototyping
 - Graphic Design, Concept Art, Illustration, Storyboarding, Web Design, Management, Organization

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| Proficient Software | General Knowledge | Engines | Environments |
| Autodesk 3ds MaxAdobe PhotoshopAdobe PremiereCrazy BumpXNormalAutodesk SoftimageWings 3DBlender | Autodesk MayaAdobe IllustratorAdobe FlashPixologic ZBrushAutdesk MudboxAdobe AuditionAdobe Soundbooth | Unreal EngineSourceUnityFlashTorque | Microsoft WindowsApple Mac OS XLinuxAndroid |
| EDUCATION |
| Career Education Corporation – Brown College | October 2008 |
| * Bachelor of Science – Game Design and Development
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