

BRENT JORGENSON

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EXPERIENCE

Indie Game Project

Environment Artist - Audio Blocks

- 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.

Angry Gamer Studios

Model Lead - Fishy Situation

- 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.

Class Project

Model Lead - The Oil Rig

- 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.

Personal Project

Level Designer - The Dark Carnival

- 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.

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

PROFICIENT SOFTWARE

Autodesk 3ds Max

Adobe Photoshop

Adobe Premiere

Crazy Bump

XNormal

Autodesk Softimage

Wings 3D

Blender

GENERAL KNOWLEDGE

Autodesk Maya

Adobe Illustrator

Adobe Flash

Pixologic ZBrush

Autodesk Mudbox

Adobe Audition

Adobe Soundbooth

ENGINES

Unreal Engine

Source

Unity

Flash

Torque

ENVIRONMENTS

Microsoft Windows

Apple Mac OS X

Linux

Android

EDUCATION

Career Education Corporation - Brown College

October 2008

- Bachelor of Science – Game Design and Development