

Brian Burrell

Los Angeles area
cell: too many robo calls

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Goals:

To work as a Principal 3d Artist, Art Director or Lead at a premier studio utilizing my skills and experience in 3d conceptualization, art direction, modeling, animation, texturing, leadership, problem solving and pipeline creation related to hard surface assets such as vehicles, weapons, robotics and environmental statics. I'm at my best when helping to drive new designs and innovations rather than just re-creating existing real-world assets 1:1.

Summary:

I offer a unique blend of passion and experience for not only the art side but also the technical and gameplay related aspects of hard surface art content. I consider my work ethic, leadership qualities and communication skills to be additional core strengths. If given the choice I typically lean towards working smarter rather than harder because that leads to the best long-term results and team health. That's also why it's critical that art teams respect and value proper pipelines.

Whether it's mentoring a group of artists through paintovers or tutorials, creating visual benchmarks or final polish, establishing art pipelines or sharing workflow tools, I'm excited to contribute to the team and overall project quality as much as possible. Last but not least, I fully understand the challenges generated by large projects and tight budgets/deadlines and consider myself 100 percent dependable, even in the toughest of circumstances.

Software specialties:

- Maya (*modeling, texturing, skinning, MEL scripting*)
- Substance Painter and Designer
- Photoshop
- Zbrush/Mudbox
- **Misc:** Strong PBR knowledge, MEL scripting, Marmoset, xNormal, Topogun, After Effects, Premiere, Perforce, Confluence
- **Engine experience:** Modified source engine, Unreal3, Refractor 1 & 2 (Battlefield), Half-life

Titles:

- **Apex Legends** (XB1, PS4, PC)
- **Titanfall 2** (XB1, PS4, PC)
- **Titanfall* (XB1,PC)
- Call of Duty: Advanced Warfare (XB1, PS4, PC)
- **Homefront** (360, PS3, PC)
- **Frontlines Fuel of War** (360,PC)
- **Battlefield 2* (PC)
- Desert Combat (Mod of Battlefield 1942)

**joined late in development*

Bold = shipped

Professional Experience:

July 2019 – present: **Respawn** - Principal 3D Artist (Apex Legends)

Oct 2013 – July 2019: Sr. 3d Artist (Titanfall franchise)

Sept 2012 - Oct 2013: **Sledgehammer** - Sr. Vehicle and Weapon Artist (Call of Duty: Advanced Warfare)

June 2011 - Aug 2012: Freelance/portfolio overhaul

March 2011 - June 2011: **Kaos Studios/THQ** - Sr. Artist for DLC maps (Homefront)

- Supported environment art team with modeling, texturing, material editing and gameplay testing.

August 2008 - March 2011: **Kaos Studios/THQ** - Vehicle, Weapon, Character Art Supervisor (Homefront)

Primary responsibilities included:

- Established pipeline and worked with engineering and other art leads to set budgets.
 - Pipeline consisted of strict naming conventions and folder organization that allowed for smooth workflow between mastered content and raw files.
- Provided daily feedback and guidance to internal art team as well as documentation and job sheets for the external team in China.
- Worked with AD and concept team to set visual goals. Relied heavily on 3d prototyping.
- Introduced custom mipmap editing supported by Photoshop actions to improve quality and visual pop of assets on console based on camera distance.

Specific accomplishments:

- Maintained tight memory budgets for all 3 groups throughout the project.
- Proposed advanced vehicle destruction system that shipped with MP.
- Pushed hard for the re-design of the NK 718 soldiers who ended up being favored and used heavily by the marketing dept. to promote the game.
- Created a modular plan and wrote extensive documentation to support a large variety of SP civilians using limited budgets, resources and time.
- Implemented a tight 1P weapon dev process that encouraged strong collaboration between animation, art and design in order to best utilize our tight memory budget.
- Helped drive a robust camo and attachment system for 1P weapons to simulate more variety at a cheap cost.

July 2005 - July 2008: **Kaos Studios/THQ** - Vehicle Art Supervisor (Frontlines)

- Created pipeline and worked with AD and concept artist to help refine the designs in 3d for a roster of roughly 20 futuristic vehicles within a modified Unreal 3 engine.
- Modeled, rigged, animated and UVed most of the vehicles (also textured a few jets). Personally photographed several vehicles for texture reference and visual guidance.

April 2004 - April 2005: **DICE NY** - Senior Artist

- Created models and textures (vehicles to environments) for unannounced FPS title utilizing BF2 engine.
- Built prototype assets and environment assets for Battlefield 2 (PC).

Nov. 2003 - April 2004: **Trauma Studios** - Artist

- Volunteered for a mod of Battlefield 1942 called Desert Combat which eventually lead to joining TS officially.
- Served as the lead vehicle artist and also contributed to game balance and other small projects.

EDUCATION:

1998-2001 Bachelor of Fine Arts, University of Central Florida - specialized in Computer Animation.

- Additional focus areas: figure drawing, figure painting, and cel animation.

References: available upon request brianburrell79@gmail.com