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Chris Bruin

3D Artist

OBJECTIVE

- My goal is to work as an artist in a creative environment, to expand my art skills, and to produce quality art for games.

PROFILE

- Hard working, detail oriented, and highly flexible with a wide range of production software and pipelines.
- Works well in teams of all sizes, with excellent communication and management skills.
- Extremely self-driven individual, willing to do what is necessary to get the job done

SOFTWARE SKILL SET

Zbrush, Maya, Photoshop, Quixel Suite
Substance Painter & Designer, Knald, Topogun
xNormal, Headus UVLayout, Sculptris
Frostbite, UDK, Unity

Adobe After Effects, Adobe Premiere, Toxic
Perforce, Github, DevTrack, JIRA, Hansoft, Shotgun
Keyshot, Marmoset Toolbag 2, Mental Ray

EXPERIENCE

Electronic Arts   2015

Mass Effect Andromeda – Character Artist

- Worked directly with Bioware and EA's Capture Lab to establish delivery goals for Mass Effect Andromeda
- Established a pipeline to convert scan data into game ready assets from EA's Capture Lab scans
- Documented the pipeline process to streamline development for new assets and new hires
- Worked on heads of multiple main characters
- Dealt with multiple facial expressions for each character (10 in total per head), ensuring that asset quality remained constant between all expressions

NHL 2016 – Character Artist

- Worked as a character artist, mainly creating player heads
- Responsible for creating over 200 new heads to replace the previous generations "generic" heads
- Worked with the outsourcing teams to provide both artistic and technical feedback for asset creation
- Created multiple NHL Mascots, and All Star player heads
- Created new jersey textures, logos, equipment (gloves, goalie pads, etc)
- Created scripts to increase the efficiency of the entire art production team

UFC 2 – Prop Artist

- Created several high quality environment assets for EA UFC 2 (blockout/hard surface/low poly/texturing)

A Thinking Ape   2014

Perfect Drift – Lead Artist (Android/iOS)

- Worked on launched maps, as well as post launch environments
- Established art goals to fit within set deadlines

- Worked within the limitations of a wide range of mobile devices
- Worked with the product design team to improve the overall quality of the game, from UI/UX to gameplay
- Managed outsourcing of vehicle assets,, including asset cleanup & basic rigging

PopCap Games   2014

Plants vs Zombies Garden Warfare – World Artist (Xbox 360/One, PS3/4, PC)
- Worked on launched maps, as well as post launch DLC maps
- Tasked with creating art that fit the established visual style of the Garden Warfare world
- Used Maya, Zbrush, Frostbite 3, Photoshop, nDo2, to model and texture assets
- Worked both solo and collaboratively to create props, buildings, and vehicles
- Worked from concept art, as well as creating assets with no prior existing art
- Other responsibilities included creating textures, UVs, LODs, collision, Enlighten meshes, and bug fixing

Electronic Arts   2011 – 2014

EA UFC – Embedded Presentation & Rendering Analyst
- Working directly with the EA Artworks and Rendering teams to ensure a high visual standard for EA UFC
- Responsible for integrating art assets into the game through Perforce and Build Studio
- Triage issues between QA, Producers, Art Directors, and the TABU Rendering and Artworks teams
- Report on QA milestone progression to development and production partners.
- Coaching and mentoring QA test teams, leading team meetings
- Worked with next gen platforms, Xbox One and PlayStation 4

FIFA 12 (Xbox, PS3, PC, Mac)
- QA Lead, responsible for QA management and testing
- Daily tasks included bug reports, instructing and mentoring QA members for testing
- Worked under extreme pressure, staying until 2am or later on a regular basis to meet deadlines

Origin - Developer Support
- Responsible for supporting the developers with client issues, bug entry and bug regression
- Primary responsibilities are user experiences and client functionality, as well as client core competencies
- Responsible for the creation of test plans, working with developers to resolve issues

Digital Rain (digitalraingames.com)

Echoes (Targeting PC/Multiplatform, Unity Game Engine, release TBA)

Project Lead
- Responsible for team management, scheduling of the project while establishing deadlines and project goals
- Responsible for the gameplay design, level structure/layout, all planning associated with a full 3D game
- Organized and recruited team members, relaying communications and expectations from the team

Lead Artist
- Responsible for the creation game assets, including characters, environment models, props, etc.
- Managing the team to meet a high visual standard, while maintaining direction towards our art style and visual goals.
- Responsible for user experience designs and UI

Vancouver Institute of Media Arts   03/2010 – 03/2011 (1 year)

Teacher Assistant and Student Mentor
- Provided technical and artistic knowledge to junior and senior students.

- Mentored students and taught them software, Photoshop and Maya, to unwrap UV's, texture creation, map generation, lighting, shaders and materials, as well as mesh and texture optimization for game engines.
- Mentored students with their demo reel ideas as well as the execution of them
- Co-taught a part time Concept Art Course with Stephen Pearce. Responsibilities include instruction of Photoshop, software setup, and the execution of lesson plans to students of a wide range of artistic skill levels.

EDUCATION

Vancouver Institute of Media Arts
- Degree for Game Art and Design

REFERENCES

Michael Friesen (Lead Character Artist – EA Artworks)
mfriesen@ea.com

Ian Lloyd (Art Director – EA Artworks)
illoyd@ea.com

Amy Pejic (Development Director – EA Artworks)
apejic@ea.com

Kevin Brunt (Lead World Modeler – PopCap)
kbrunt@ea.com