

# Steven Brown

<http://www.stevenmbrown.net/>

## Contact

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## Career Objective:

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As a 2D and 3D artist, my objective is to create art for the environment and characters within a game—while maintaining a uniform style and matching the work of the other artists—to instill a fulfilling and vibrant atmosphere.

## Technical Skills

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- **3D Software:** 3D Studio Max, Maya, Mudbox, Crazy Bump, xNormal, Presagis Creator, Substance Painter, Substance Designer, Bitmap 2 Materiel
- **2D Software:** Adobe Photoshop, Adobe Illustrator, Spriter, Aesprite
- **Game Engines:** Unity, Unreal Engine 4, Construct 2
- **Applications:** Adobe After Effects, Final Cut Pro, Microsoft Suite

## Additional Skills

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- Clean UVing Techniques
- Architectural Modeling Experience
- Git Hub, Unity Collab, Perforce
- 2D and 3D Animations Techniques
- Normal, Specular, and Bump Map Creation
- Knowledge of Python and C# through Unity

## Professional Experience

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### 3D Content Modeler - L3 Link Simulation & Training

November 2017 - Present

- Created environments and Areas of Interest
- Assembled and maintained 3D databases of models and textures
- Worked as an intermediate lead to help manage and assign work to my team members, as well as troubleshoot any problems in the process

### Character Artist - Frankie's Backyard Adventure

June 2017 - August 2017

- Designed all the in-game characters from multiple viewpoints as well as animated them
- Created all the assets for the dress up mini-games, and made sure that none would conflict with the others when worn
- Worked with the mobile platform in unity and designed the icon and in-game UI

Lead Artist - Mason Game and Tech Academy

March 2017 – June 2017

- Designed the overall Art Style of the game and the assets
- Created all the in-game assets including characters, environment, and props
- Maintained the overall database of art, keeping it neat and organized

Quality Assurance Intern - Virginia Serious Game Institute

January 2017 – June 2017

- Tested a variety of games and software from local companies
- Used JIRA to log bugs in detailed reports to be viewed by the companies
- Products that were tested: Zephyr, Scriyb, Renovation Roadmap, and Yaktrak

Instructor - ID Tech

July 2016 – August 2016

- Worked with and taught groups of up to eight students from ages nine to twelve 3D printing, Minecraft adventure map making, and Scratch Programming
- Taught the basics of 3D modeling in 123D Design as well as the basics of 3D printing
- Helped students create their own Minecraft adventure maps as well as balance them

## **Additional Experience**

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Artist in Residence

November 2017

- Presented to middle school art classes about being a professional artist
- Helped students take their sketches and scan them to the computer to work on it in a digital space
- Walked the students through a basic Photoshop tutorial to help them get started using the software

Art Director – Game Analysis and Design Interest Group

August 2016 – May 2017

- Worked with a team of ten to fifteen artists, lead them to create all the art for a game
- Created and managed the artist repository to help keep things clean and organized
- Worked with other teams (Design, Programming, and Sound) to help the game come together and stay on the same page.

## **Education**

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BFA  
Minor

George Mason University, Computer Game Design  
Art and Visual Technology

May 2017

## **Personal:**

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- Eagle Scout and Member of the Order of the Arrow
- Enjoys Rock Climbing and Camping
- Enjoys working on and with Computers and other Electronics