

Brandon Toomey
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Who “That Guy” Is:

A guy with a love of 3D / tradigital / traditional art, games, creating things and places (and their stories) to share with people, and 6+ years of professional success – plus 3 shipped titles – putting that love to work.

Skills

- 3ds Max
- Maya
- zBrush
- Adobe Photoshop
- CrazyBump
- Unreal 3 editor / UDK
- Rhinoceros3D
- Adobe AfterEffects
- Adobe Premiere
- xNormal
- Scripting experience with C / C++ and Java derivatives, UnrealScript, Kismet, HTML, MaxScript

Experience

Turn 10 Studios (via FILTER Talent) 3/2011 – 6/2011
Environment Artist – *Forza Motorsport 4*

Flight1 Software 5/2010 – 12/2010
3D Artist

Microsoft Games Studios (ACES Studios) via AQUENT 8/2008 – 1/2009
3D Aircraft Artist – *FlightSimulator 11*

Military Visualizations Inc (12/2007 – 4/2008)

Microsoft Games Studios (ACES Studios) via AQUENT 3/2007 – 10/2007
Environment Artist – *FSX: Acceleration*

SkyUnlimited Productions, 2/2006 – 1/2007
Aircraft Artist

Next2Nothing Studios, 8/2005 – 3/2006
3D Artist

UbiSoft/1C:Maddox Games / Red Rocket Games, 3/2003 – 10/2004
3D Artist – *Pacific Fighters*

Education

- The Art Institute of Seattle
 - Associate of Applied Arts - Animation Art & Design
- Bellevue Community College, Bellevue, Washington
 - Running Start program – attendance of college courses during high school

References

Professional and personal references available upon request.