



Brandon Dicks

UI Artist / Artist / 3D Generalist

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Experience

- **Mass Media, a THQ studio** **September 2006 - November 2008** **Moorpark, CA**
 - **Unannounced FPS** (PS3) - In charge of the UI/HUD for the demo. Designed various elements to be implemented into the HUD scheme. Also Logo Design.
 - **Red Faction: Guerrilla** (XBOX360) - Propaganda print graphics for Volition. Est. 12 posters with various propaganda themes. Photoshop & Illustrator.
 - **Stuntman 2** (PS2) - Optimized terrain, props & environments. Textured & UV mapped props and levels (mainly multiplayer). Worked with rest of team to complete all tasks. Maya.
 - **Tetris Evolution** (XBOX360) - Created roughly 90+ (of 300) in game player icons, and 7 game skins (2 modes each). Photoshop & Illustrator. Assisted with revisions.

Associate Artist. Tasks included HUD/UI design, illustration, concept art, logo design, graphic design, art for in-house tools, pitch development (13) and general 3D art creation.
- **24 Caret Games** **November 2008** **Sherman Oaks , CA**
 - **retro/grade** (DEMO) - Designed mission briefing screen & character overlay image.
- **Full Sail Real World Education** **August 2004 - October 2006** **Winter Park, FL**

Lab Specialist in Character Animation (CAN). Responsible for assisting students with the lab portion of CAN. Assisted with curriculum development, characters for student use, and gave a monthly 'Introduction to After Effects' lecture.
- **The Animation Mill** **June 2003 - February 2006** **Ocoee, FL**

Freelance Contractor. Tasks varied from object modeling, texturing, animation, character modeling and setup, compositing, storyboarding, and rotoscoping. Projects include work for Lockheed Martin, WKMG Channel 6, Visual Flux and Convergence. 3D Studio Max, Photoshop and After Effects.
- **maddoc3d studios** **April 2002 - present**

Operator. Projects included web site development, print design, and clip art design. (examples can be seen at www.maddoc3d.com)

Skills

Artistic

- Paint (acrylic & watercolor)
- Sculpture (clay, wax & resin)
- Web Site Design
- Concept & Design
- Cartoonist

Technical

- Maya & Max proficient
- Adobe Photoshop CS2
- Adobe Illustrator CS2
- Adobe After Effects 6.5
- Flash (Learning Action Script)
- Dreamweaver & HTML

Education

- **Associate of Science Degree in Computer Animation** **02 - 03**
Full Sail Real World Education Winter Park, FL *focus - Maya
Awards: Perfect Attendance, Student Achievement, Class Salutatorian, Course Director Award (Character & Design)
- **Associate of Applied Science Degree in Media Arts** **99 - 01**
County College of Morris Roxbury, NJ *focus - 3D Studio Max

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