

# B R I A N K E F F E R

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## **OBJECTIVE:**

To obtain a full time position as a **Senior Environment Artist** in the computer game industry.

## **PROFESSIONAL EXPERIENCE:**

### **Ninja Dojo - 3D tools for Maya, Author/Owner**

2007 - Ongoing Project

- Ninja Dojo is a collection of Tools that has been created to help to increase efficiency of Art asset creation. It started out as a few small scripts to automate redundant processes, but has grown to become an invaluable tool set for 3D artists. Ninja Dojo includes tools from Modeling, UV mapping, Lighting, Asset Management, Scene Layout tools, to Fracturing. Ninja Dojo is written in 100% MEL.

### **Electronic Arts (Visceral Games), Senior Environment Artist**

Redwood Shores, CA (April 2017 – October 2017)

#### "Unannounced Star Wars Game" (PS4, Xbox One, PC)

- Modeled and designed environments using Maya, ZBrush.
- Level layout created in Frostbite engine.

### **Sanzaru Games, Senior Environment Artist**

Foster City, CA (May 2015 – April 2017)

#### "VR Sports Challenge" (Oculus Rift)

- Modeled and textured 2 Stadiums and Frontend using Maya, ZBrush and Photoshop.
- Level layout and lighting created in Unreal 4.

#### "Ripcoil" (Oculus Rift)

- Modeled and textured 3 Arenas and Frontend using Maya, ZBrush and Photoshop.
- Level Layout and lighting created in Unreal 4.

### **Crystal Dynamics, Senior Environment Artist**

Redwood City, CA (January 2013 – May 2015)

#### "Rise of the Tomb Raider" (Xbox One, PS4, PC)

- Modeled and textured 3 Major Tombs using Maya, ZBrush and Photoshop.
- Worked directly with the Lead Artist and Art Director to Set Visual Standards.

### **Sanzaru Games, Lead Environment Artist**

Foster City, CA (September 2009 - November 2012)

#### "Sly Cooper Thieves in Time" (PS3, PS Vita)

- Designed, modeled, lit and textured environments using Maya and Photoshop.
- Created multiple Mel scripts to automate the Art creation pipeline.
- Worked directly with Art Director to establish the look and feel of the levels.
- Worked with Tech Artists and tools team to develop the Art Pipeline tools.

#### "The Sly Collection HD" (PS3)

- Converted Assets for the Sony Move mini games.

## **Crystal Dynamics, Senior Environment Artist**

Redwood City, CA (February 2007 - September 2009)

### "Tomb Raider Underworld" (PS3, Xbox 360)

- Modeled, lit and textured environments using Maya, Photoshop and Crazy Bump.
- Worked directly with the Lead Artist and Art Director to Set Visual Standards.
- Created multiple Mel Scripts to automate the Art Pipeline.

## **Perpetual Entertainment, Senior Environment Artist**

San Francisco, CA (August 2006 - December 2006)

### "Star Trek Online" (PC MMORPG)

- Modeled, lit and textured ships and environment objects.
- Worked directly with Technical Director and Programmers to Set Visual Standard and Pipeline.
- R&D on modeling and texturing techniques and new tools.

## **Shaba Games, Environment Artist**

San Francisco, CA (May 2006 - July 2006)

### "Shrek 3" (PS2, Xbox and Xbox 360):

- Modeled, lit and applied textures to environments and objects using Maya.

## **Z-Axis, Lead Environment Artist**

Foster City, CA (2003 - 2006)

### "X-Men 3" (PS2, Xbox and Xbox 360):

- Helped lead a team of 20 Environment and Texture Artists.
- Worked directly with Art Director and Programmers to Set Visual Standard and Pipeline.
- Worked directly with Programmers and Artists to debug Art processes and shaders.
- Modeled, lit and applied textures to environments and objects.
- R&D on modeling techniques and new tools.
- Wrote multiple scripts to help model, texture, light and export environments.

## **Vicarious Visions, 3D Artist**

Troy, NY (1999 - 2002)

### "Crash Nitro Kart" (Game Cube, PS2, and Xbox):

- R&D modeling techniques and tools.
- Wrote multiple scripts to help model and texture environments.
- Designed, modeled, lit, and applied textures to track geometry and objects.
- Created prototype tracks to test graphics engine, physics, and game-play.

### "Jedi Knight" (XBOX, Game Cube):

- R&D tools for porting pc artwork to consoles.
- Wrote a script to convert levels more efficiently.

### "Tony Hawk Pro Skater 4" (PSX):

- Designed, modeled, and texture mapped a secret level, and a secret character.

### "Whiteout" (PS2, XBOX):

- Designed, modeled, lit, and applied textures to track geometry and objects.
- Helped design tools such as 3DS Max plug-ins and scripts.
- R&D on modeling techniques and new tools.

### "Polaris Snocross" (PSX, N64, Dream Cast, PC):

- Designed, modeled, lit and applied textures to track geometry and objects.

## **Papyrus Design Group, 3D Artist**

Watertown, MA (1997 - 1999)

### "NASCAR Racing 1999" (PC):

- Modeled and applied textures to track geometry and track side objects.

### "Grand Prix Legends" (PC):

- Modeled and applied textures to track geometry and track side objects.

### **Software:**

- Maya and Mel Scripting
- Photoshop
- ZBrush
- Substance Painter
- Unreal 4
- Unity

### **EDUCATION:**

College of Architecture and Design

Kansas State University, Manhattan, KS 66502

Bachelor of Architecture, 1997