

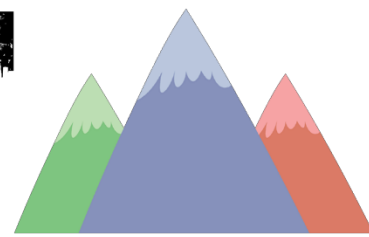
AUSTIN BROWN

ENVIRONMENT ARTIST

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EDUCATION:

Savannah College of Art and Design

Bachelor of Fine Arts in Interactive Design and Game Development

Double Minor in Visual Effects and Art History

Savannah, GA

June 2016

GPA: 3.77 / 4.00

SKILLS:

SOFTWARE

3ds Max	headus UV Layout	Premiere
After Effects	Illustrator	RPG Maker MV
Animate	Maya	Substance Painter
Audacity	Media Encoder	Unity
Clickteam Fusion 2.5	Nuke	Unreal Engine 4
Elgato Game Capture	Photoshop	xNormal
Hammer Editor	Pinnacle Studios	ZBrush

PROFICIENCIES

- Video Editing – Over 14 years of experience
- Matinee Animations – Cinematic Captures
- Capable of working under pressure
- Strong leadership skills
- Low-poly 3D modeling
- Architectural design
- Realistic textures for in-game assets

EXPERIENCE:

YouTube

Content Creator

2009 – Present

- Reached millions of viewers around the world with thousands of videos displaying gaming-related content
- Created and marketed all video concepts, scripts, captures, voice overs, edits and renders for every project

Squaaa Studios

Game Developer

Jan. 2015 – Jan. 2023

- Co-founded studio and helped launch *Mix-A-Max*, a new indie video game, onto Steam
- Generated game models, UVs, textures, UI, level design, cinematic captures, video edits and marketing content

Magic Fuel Games

Capture Artist

Sep. 2021 – Nov. 2021

- Rigged an internal camera system within Unity to manipulate cinematic cut scenes throughout keyframed animations
- Conceptualized and produced marketing trailers and advertisements for use in Apple's App Store and online media
- Discovered and documented game-breaking bugs, set-dressed scenes and captured over a 1,000 gameplay renders

KwikSafety

Marketing Specialist

Jan. 2020 – June 2021

- Formulated variations and campaign advertisements for the consumption of Amazon-based users
- Performed enhanced search engine optimization (SEO) that developed marketing strategies to reach targeted audiences
- Constructed a full photo, video and motion graphics library for related E-commerce brands and products

School of Motion

Motion Designer

April 2019 – Dec. 2019 / July 2021 – Sep. 2021

- Animated various forms of graphics through the use of image manipulation techniques in After Effects and Illustrator

Hobby Lobby

Frame Shop Associate

Oct. 2017 – Jan. 2020

- Assisted customers with designing custom frames for personal artwork, photos, and posters
- Fulfilled orders using glass-scoring blades, computerized mat-cutting software and hand tools

iD Tech Camps by internalDrive Inc.

Campus Instructor

May 2017 – Jul. 2017

- Taught courses on Maya, Unreal Engine 4, Hammer Editor, RPG Maker MV and Clickteam Fusion 2.5
- Fostered a safe and fun environment for children ages 6 to 18 to learn about technology

Savannah College of Art and Design

Game Development Project Team Lead

Savannah, GA

Jan. 2015 – Jun. 2016

- Led a team of 15 to create *Mix-A-Max*, a first-person, action-adventure video game
- Operated in a fast-paced learning environment, constantly adapting to new requirements and expectations

Game Development Project Co-level Designer

Mar. 2016 – Jun. 2016

- Co-designed *Goo Knight*, a 2.5D, action-adventure RPG side-scroller
- Designed level layouts and created assets for in-game use including weapons, armor and heads up display (HUD)
- Co-conceived game mechanics and balanced character and environment statistics

AWARDS AND ACCOMPLISHMENTS:

- Academic Honors Scholarship Fall 2012 – Spring 2016
- Artistic Honors Scholarship Fall 2012 – Spring 2016
- State Incentive Scholarship Fall 2012 – Spring 2016
- SCAD Entelechy VFX Finalist Spring 2016