Brian Swanson

Bothell WA, USA

Contact

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Portfolio: swan3d.com

Objective

Seeking an artist position in the video game industry where my experience would be needed.

Work Experience

Aquent LLC. @ Turn 10 Studios, Redmond
Vehicle Polish Artist

Dec 2015 to
Current

- Responsible for adding the finishing touches to cars
- Fix issues with the assets that where missed during production. (Bad topology, animations, textures, engine markup, etc)
- Make alterations to the vehicles based on manufacture feedback
- Debugged and fixed compiling issues preventing cars form be loaded in game.
- Evaluate the cars created by the vendors, wrote up bugs that will insure the car looks as close to the real thing as possible
- Contributed to Forza Motorsport 6, Forza Horizon 3, Forza Motorsport 7

Team Manager: Prem Krishnan • v-prekr@microsoft.com

Inspur Worldwide Services Ltd @ Turn 10 Studios, Redmond
Vehicle Artist QA

Jul 2015 to
Dec 2015

- Reviewed art work submitted by vendors to make sure it met Turn 10's standards
- Provided detailed feedback on how to fix the submitted work
- If an issues wasn't fixed after several re-submissions, I would fix them or pass them to other artists on the in-house team
- Investigated testers bugs, to provide the specific causes of the problems
- Troubleshot car compiling failures for the testers and fixed issues preventing the car from be loaded into the game
- Occasionally would clean up textures and create/modify materials for vehicles
- Contributed to Forza Motorsport 6 and Forza Horizon 3

Team Manager: Jeff Gaeta • jefg@microsoft.com

Schakra Inc, Redmond
Animator / Quality Assurance

2012 to 2014

- Animated rigs from IR 3D video captured by the Kinect
- Developed test cases for the 1st and 2nd gen Kinect
- Data created went into an algorithm that improved the Kinect's body recognition functionality
- Help new teammates learn software and gave work-flow advice
- Evaluated and corrected teammates work
- Gave feedback and wrote bug reports for tools that were later released in the Kinect SDK
- Held the highest production rate on the team

Project Manager: Mahendera Reddy • mahenderar@schakra.com

Skills

Software	
• Maya	• Unreal 4
• 3DS Max	• xNormal
• Substance	• Quixel Suite
• Photoshop	• World Machine
• Zbrush	• Perforce

Abilities
- High poly modeling of organic and hard surface objects
- Low poly modeling and retopo construction
- Efficient UV mapping skills
- Baking out maps for texture creation
- Comfortable producing texture maps for both PBR and traditional real time rendering engines
- Always seeking out new ways to optimize work-flow
- Very adept to picking up new software and tools
- Knowledgeable of HTML, CSS, and XML

Education

2006 to 2008	AAS In Animation & Game Design Lake Washington Technical College, Kirkland

Activities and Interests

Art	Drawing, 3D modeling, digital painting
Nature	Cycling, rock climbing, running, hiking, camping
Computers	Building systems, home networking, tweaking operating systems, gaming