

Brian Swanson

Redmond WA, USA

Contact

E-Mail : swanb@protonmail.com
Portfolio: swan3d.com

Work Experience

Material Artist Amazon, Seattle

July 2020 to
Current

- Authored parametric procedural materials with Substance Designer for use in R&D projects and product production teams.
- Created photorealistic details that can be easily adjusted to fit any models needs.
- Built utility nodes for other material artist to reuse; decreasing production time.
- Rendered multiple examples of our materials to be used as reference in assisting artist on selecting the correct materials for an asset.
- Researched and produced workflow documentation for production artists on creating complex assets in a timely manner.
- Managed material team's task tracking, material requests, and new material proposals.
- Advised production artists on any material aspect of assets they were struggling to complete; what materials to use and how to apply them in Substance Painter.

Team Manager: Alex Jamerson • aljamers@amazon.com

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

Dec 2015 to
June 2020

- Responsible for adding the finishing touches to cars.
- Fix issues with the assets that where missed during production. (Bad topology, animations, textures, game 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, Forza Horizon 4, and Forza Motorsport (TBA).

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

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

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.
- Troubleshoot 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.

Animator / Quality Assurance Schakra Inc, Redmond

2012 to 2014

- Animated rigs from IR 3D video captured by the Kinect.
- Developed test cases for the 1st and 2nd gen Kinect's R&D projects.
- 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.

Skills

Software

- Maya
- 3DS Max
- Substance Suite
- Photoshop
- Zbrush
- Unreal Engine
- xNormal
- Quixel Suite
- Shotgun
- Perforce

Abilities

- High poly modeling of organic and hard surface objects.
- Low poly modeling and retopo construction.
- Efficient UV mapping skills.
- Creating procedural materials with Substance Designer.
- Experience with both real-time and traditional renders.
- Creating small niche tools/scripts to speed up asset creation that tech artists don't have time to make.
- Knowledgeable of the Python, HTML, CSS, AHK, and XML languages.
- Very adept to picking up new software and tools.

Education

2006 to 2008

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