

Brian Spencer
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Objective: To be part of a creative team that is on the cutting edge of video game art and technology.

Education: *Art Institute of Pittsburgh*

Pittsburgh, PA 15219

BS in Applied Technology, Majoring in Computer Animation

Professional Skills:

- Design Skills- Illustration, Concept Development, 3D modeling, Texturing, Character design, UVW mapping, Character Rigging/Skinning
- Computer Skills- 3ds Max, Maya (Primarily For Skinning) , Zbrush, Mudbox, Photoshop, UVLayout, Xnormal, Substance Painter, Marvelous Designer

Experience:

Red Storm Entertainment (Ubisoft) - Morrisville, NC November 2003 – Present

-Senior Character Artist –

- **Tom Clancy's The Division PS4/Xbox One/PC** (Current Project)
 - Modeled, UV'd, textured, and skinned high and low res assets for NPC's and player gear.
 - Worked with the team to create a Facial Modeling pipeline as well as a cloth sim pipeline in Marvelous Designer.
- **Ghost Recon Future Soldier**
 - Modeled high and low res hero characters
 - Created normal maps, ambient occlusion, and base textures for texture artist
- **America's Army**
 - Modeled enemy and allied characters
 - Created attachments for allied characters
- **Ghost Recon Advanced Warfighter 2 (360)**
 - Modeled high res weapons for normal map generation
 - Created character assets and attachments
- **Ghost Recon Advanced Warfighter (360)**
 - Modeled high res weapons for normal map generation
 - Reconstructed character geometry and created attachment objects for characters
- **Rainbow Six: Lockdown (PC)**
 - Modeled first-person character assets
- **Ghost Recon 2: Summit Strike (Xbox)**
 - Modeled, UV'd and rigged weapon and vehicle assets
 - Created objects and destructible environment pieces for level artists
- **Ghost Recon 2 (Xbox)**
 - Modeled, UV'd and rigged weapon and vehicle assets
 - Created objects and destructible environment pieces for level artists

Egenesis Games - Pittsburgh, PA June 2002- June 2003

- **A Tale in the Desert (PC)**
 - Created low poly characters, objects, textures, and animation rigs