

## 3D Artist

### Edward Brilliant

[www.jumpinmyhead.com](http://www.jumpinmyhead.com); [edb76@comcast.net](mailto:edb76@comcast.net)

131 Pleasant Valley Street - Methuen, Ma 01844 - (978) 258-5025

#### **Objective**

To continually further my experience and knowledge in the digital art field by working on challenging projects within a fast-paced production environment.

#### **Education**

-Bachelor of Fine Arts Degree in Illustration from Montserrat College of Art, May 2000.

-Continuing Education for 2D animation at The School of the Museum of Fine Arts in Boston, Fall 2000

#### **Employment History**

1/06-Present **Tilted Mill Entertainment- 3D Artist**

***Mosby: Tech Lead-*** Responsibilities included character animation, various building models, texturing, and animation. Also managing and trouble shooting art assets in a production environment while documenting art production process from beginning to end.

***Hinterland: Tech Lead-*** Responsibilities included character animation, modeling, texturing rigging, and concept art. Various building models, texturing, animation, and concept art. Also managing and trouble shooting art assets in a production environment while documenting art production process from beginning to end.

***SimCity Societies: Destinations- Animation Tech Lead-*** Responsibilities included modeling, texturing, rigging and animating Sim characters. Making sure the pipeline for character creation and animations was solid. Also helped other artist with any pipeline issues with character creation. Various building models, texturing, animation, and concept art.

***SimCity Societies-*** Created building models, textures, concept art and animation. Helped mentor junior artists. Conducted R&D for new tech

***CaesarIV-*** Created building models, textures, concept art, and character animation.

12/05-1/07 **Thompson Delmar Learning- Contract work**

Created art including high poly models, textures, lighting, rigging, story boarding, and concept art for the book Exploring Digital Cinematography.

7/04-1/06 **Kaon Interactive- Lead Artist**

Responsibilities included product modeling, texturing, and animation.

Documenting and streamlining art pipeline.

2/02-4/04 **Deos Animation Studio**

Responsibilities included character modeling, rigging, animation, and texturing. Also various modeling, rigging, animation, and textures for future television shows.

***Ribert and Robert's Wonderworld- Lead Modeler***

Modeled, rigged, UV unwrapped, and textured the main character and sets.

***A Very Wompkee Christmas- Lead Animator***

Characters Buster and Twig - As seen on ABC, PBS, and DVD.

Co-Illustrated the children's book, A Very Wompkee Christmas.

#### **Software Knowledge**

3D Studio Max 2009, Adobe PhotoshopCS2, Character Studio, Zbrush3.1, Mudbox1.0, Working knowledge of Adobe Premiere, Adobe After Effects

Linden Engine, Torque Engine, Granny Exporter, Emotion FX exporter, Perforce, Sourcesafe.

