

# Brandon Shirk

3D Artist & Unity Developer

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Dallas, TX

## SUMMARY

3D Artist and Unity Developer with 3 years of professional experience in creating models, textures, environments, and shaders optimized for a wide range of hardware, as well as writing C# scripts for Unity scenes and editor tools.

## EXPERIENCE

### 3D Artist, Cybernetic Entertainment

Irving, TX — Sep 2019 — Current

- Shipped and provided frequent updates for a 3D music visualization app on iOS and Android
- Built a vast number of music reactive scenes in Unity, spanning a broad range of visual styles and compositions
- Created and modified 3D assets for use in Unity
- Optimized scenes and assets for performance on mobile devices
- Created shaders for various effects in scenes
- Wrote C# scripts to control a wide variety of scenes in Unity
- Wrote editor scripts to assist the team with internal needs
- Created high quality renders and videos for marketing

### Freelance, Gardere Wynne Sewell LLP

Dallas, TX — 2015

- Worked with a software developer in designing a website to organize and maintain case files.

## EDUCATION

### Collin College

Associate of Applied Science — Animation / Game Art — 2016

### Key Achievements

- Dean's List

## SKILLS

- Unity
- Autodesk Maya
- Pixologic Zbrush
- Substance Painter
- Substance Designer
- Marmoset Toolbag
- Unreal Engine 5
- Unreal Engine 4
- Adobe Photoshop
- Adobe Premiere
- C#

## REFERENCES

Available upon request.