

Brandon Shirk

Technical Artist

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Las Vegas, NV

PORTFOLIO WEBSITE

www.brandonshirk.com

SUMMARY

Technical Artist and Unity Developer with 6 years of professional experience bridging art and engineering. With a focus on crafting optimized 2D and 3D assets, shaders, and tools for games, broadcast, and marketing, I work closely with global teams to produce high-performance, visually polished experiences.

EXPERIENCE

Sr. Technical Artist, Las Vegas Sands Corp.

Las Vegas, NV — Jul 2023 — Current

- Collaborated with a global team to develop high-quality, performant live dealer casino games
- Mentored and guided the Technical Art team
- Built Unity prototypes to support design teams in refining UI/UX, art direction, and game flow during pre-production
- Created and optimized 2D and 3D assets, shaders, Spine animations, and real-time effects for use in game and on live broadcasts
- Developed tools and workflows to streamline art production

Freelance 3D Artist, PicturePlane

Arlington, TX — 2023

- Created and prepared 3D assets for key art and promotional materials for AAA studios
- Worked with client-provided assets to refine materials, shaders, and textures for final renders.

Technical Artist, Cybernetic Entertainment

Irving, TX — Sep 2019 — Mar 2023

- Shipped and maintained a 3D music visualization app for iOS and Android, creating numerous music-reactive Unity scenes across diverse visual styles.
- Developed shaders, character rigs, dynamic animation systems, and editor tools
- Optimized assets and scenes for real-time performance on mobile, and produced high-quality renders and videos for marketing.

EDUCATION

Collin College

Associate of Applied Science — Animation / Game Art — 2016

SKILLS

Unity | Maya | Zbrush | Spine 2D | Substance Painter | Substance Designer | Marmoset Toolbag | Unreal Engine | Photoshop | Figma | C# | HLSL | vMix

REFERENCES

Available upon request.