

Brandon Shirk

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SUMMARY

3D Artist experienced in texturing, sculpting, and modeling in both realistic and stylized aesthetics.

EXPERIENCE

Groundskeeper, Sent Church

Plano, TX — 2016 — Current

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

COMMUNITY INVOLVEMENT

Global Game Jam - 2013

Global Game Jam - 2015

SOFTWARE PROFICIENCY

- Autodesk Maya
- Pixologic Zbrush
- Adobe Photoshop
- Substance Painter
- Marmoset Toolbag
- Unreal Engine 4
- Unity
- xNormal

REFERENCES

Available upon request.