

Bryan Viau / Game Artist

OBJECTIVE

To further my skills as a 3D artist and a member of a team within an exceptional game development studio.

SKILLS

- 3DS Max
- Photoshop
- Unity
- Maya
- Flash
- Unreal Development Kit

WORK EXPERIENCE

3D Artist - Telos International | 2010-2012

- Main environment artist for Ooka Island Adventure
- Modeled, textured and animated environment assets
- Responsible for asset management and optimization
- Worked within strict polygon and texture budgets

3D Artist/Project Lead - IMA Game Garage | 2010

- Contracted to build an original prototype for the Island Media Alliance
- Worked as Project Lead, organizing team milestones and deadlines
- Modeled, textured and imported level assets into the game engine
- All assets created were built to iPhone/Android standards

GAME CREDITS

Ooka Island Adventure		3D Artist
Paint the West		3D Artist
Hidden World		2D Artist

EDUCATION

3D Game Art | NBCC Miramichi | 2010

Foundation Program | Nova Scotia College of Art and Design | 2007

RELATED EXPERIENCE

3D Artist - Jalloo 24-Hour Game Jam | 2010

- Worked with a team to create a small Flash game

Designer/Artist - Global Game Jam | 2010

- Worked with a team to create a side-scrolling adventure game

Co-Founder - NB indie | 2009-2010

- Helped create and maintain the Independent Art Jam at NBCC Miramichi
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