

Brandon Stockdale

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PROFILE

I'm interested in game design in general and, in particular, creating 3D models for environments in games, building on 4 years of experience while in school.

EDUCATION

Mt. Sierra College, Monrovia, CA

B.A., Game Design, 2013

RELEVANT COURSEWORK

Intro to 3D

Organic & Character Modeling

Environmental Modeling

Alternative 3D Modeling

TOOLS

Maya, 3ds Max, Photoshop, After Effects, Illustrator, UDK Editor.

PROFESSIONAL SKILLS

Modeling 3D Characters, Environments, Props, Texturing, Scripting, Storyboarding, Storytelling, Story Research, Illustration, Sculpting, Digital Compositing, & Video Editing.

PERSONAL SKILLS

Fast worker, Organized, Motivated, Detail oriented, Imaginative, Good teamwork skills

PROJECTS

Lictor

Model built from digitally drawn concept art, references taken from various game and physical model pictures. Modeled in pieces and then stitched together when all brought into the same scene.

X-Wing

Modeled from orthographic views from images taken from the web.

P-38 Lightning

Plane modeled from orthographic views from images taken from the web.

HONORS AND AWARDS

Achieved Eagle Scout

PROFESSIONAL EXPERIENCE

Pro Printing

Warehouse/Print Worker

A small family print shop where I occasionally work. I generally work on the printing press, the large industrial cutter, book organization, packaging, and general end of the day cleanup duties.

2008-11

HOBBIES AND INTERESTS

Volunteering, Gaming, Reading/Writing, Fishing, Hiking, Camping, & Rafting.

