

Bradley Wascher – Environmental Artist

Education:	Art Institute of Pittsburgh(AiP) Pittsburgh, PA 2006 - 2009 Bachelors of Science in Game Art and Design
Primary Skills:	<p>My primary skills are creation of next generation props and environmental art assets by creating high poly models then baking them down to low poly game res versions. I also create proper UV layouts and textures.</p> <ul style="list-style-type: none">• Low Polygon 3D Modeling• High Polygon Hard Surface Modeling• Efficient UVW Unwrapping• Hand Painted & Photo Source Texturing• UDK Level Editor, Unrealscript & Kismet• UDK Art Asset Pipeline Knowledge• High Poly Digital Sculpting• High to Low Poly Light/Normal Map Baking Process
Secondary Skills:	<p>Animation: A basic understanding of animation principles and techniques using fully rigged characters, props and also traditional animation principles</p> <p>2D: Understanding of color balance and lighting while also being able to concept out simple props or ideas when needed.</p> <p>Music Composition: Twelve years of music theory and symphony experience. Plus practice in music composition and mastering.</p>
Software:	<ul style="list-style-type: none">• 3D Studio Max• Pixologic Zbrush• UDK (Unreal Development Kit)• Hammer Editor• Game Maker• Adobe Photoshop (Premiere, After Effects, Encore, Dreamweaver)• Visual Studio Basic C#
Experience:	
Liquid Development: (Jan2010-Current)	3D modeler: Contract based 3D modeler responsible for delivery of game ready models that follow strict concepts and modeling guidelines from clients.
Cedar Store: (May2010-Current)	3D modeler Graphic Designer: Responsible for creating models of gazebos, pergolas, and other large structures to be showcased in a custom online previewer that shows all possible combination of options. Also responsible for ads, logos, website layouts, and designs.
Spiral Games Studio: (June 2010 – Aug2011)	3D Vehicle Artist 3D Prop Artist: Created Gladiator vehicle for in-game use based off provided concept art. Added my own design elements where concept was missing or vague. Used high poly geometry to create normal maps and ambient occlusion maps for use on the low poly model. Also created all textures and unreal materials for the vehicle.
Poly Beast Studio: (Feb 2010 - April 2010)	Lead Level Designer Environmental artist: Worked as lead level designer and environmental artist on a 14 week racing mod for UT3. Designed a custom level and track that was compatible with custom collision code so vehicles would always be attached to the surface of the track even when inverted or running at a 90 angle. Created the track and other assets in a modular fashion. Team consisted of international members so time zones and language barriers had to be considered.
Red Tide: (July 2008 - Sept 2008)	Producer Art Lead Environmental Artist: Leader of a 10 week project to create a playable level for a proposed horror game that was submitted to the Erie horror festival. I was in charge of managing a five man team making sure all art was turned in on time and that the overall style of the game was keep consistent. I also contributed several environment props and characters.
	<p>The Project went on to win: <i>Best Character Design, Best Level Design, and Best Game in Development.</i></p>
Coursework: (2006 – 2009)	3 Years of Traditional & Game-Oriented Classes: Covered many disciplines ranging from level design, character modeling, environmental modeling, animation, game design, 2D life drawing, interface design, and video editing. Many classes also required group work that lent itself to being put in charge of many different positions inside of the groups to make sure projects were done on time and to the best of everyone's abilities.

