



Dan Bradham

3D Generalist

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\Education

School of Visual Arts (2008-2012): Pursuing a BFA in Computer Art

Nassau Community College (2005-2008): Graduate, Associates Degree in Liberal Arts

\Skills

\\Tools

Photoshop, xNormal, nDo (expert)

Maya, Zbrush, Mudbox, Topogun, BodyPaint3D (intermediate)

3D Studio Max (novice)

\\Languages

Mel Scripting (intermediate)

\\Attributes

Passionate about creating unique and interesting characters and environments.

Calm, relaxed, listens well to feedback.

Quick Learner, easily picks up new tools and work flows.

\Experience

\\Animated Shorts

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Developed at: School of Visual Arts

Tasks: **Producer:** responsible for team and file organization and setting deadlines.

Lead Character Modeler

Texture Artist

Lighting and Rendering

Package Frank

Developed at: School of Visual Arts

Tasks: **Zbrush Sculptor and Texture Artist**

Sculpted and textured Paulie, the main character of the short.

Developed a shader network for set driven bump maps for facial animation.

\\Game Modding:

PMX

Developer: CPMA Dev Team (international modding team)

Type: First Person Shooter: Modification of Quake III Arena in order to make it suitable for intercontinental online tournaments.

Tasks: **Sprite Artist:** responsible for item iconography and 2D effects.

Level Designer: created two small areanas designed for 1 vs 1 combat.

GUI Designer: created graphics and typography for the in-game menu system.

Gameplay Designer: part of a team of game designers responsible for tweaking the gameplay to better suit competitive play across a wide variety of latencies.