

BRANDON DICKS

ARTIST / USER INTERFACE ARTIST

5330 Wong Drive, Apt 211, San Jose, CA. 95123
h/c 805 791 0002 | www.hudartist.com | bd@maddoc3d.com

EXPERIENCE

- Cryptic Studios March 2009 - Current Los Gatos , CA
 - *Star Trek Online* (PC) - User Interface Artist - Created art assets for the user interface. Created the ground & space HUD, menu, UI assets and icons for the game.
- 24 Caret Games November 2008 - January 2009 Sherman Oaks , CA
 - *retro/grade* - Lead 2D Artist - Designed mission briefing screen & character overlay image. Created HUD, menu and UI assets for IGF finalist build. (09' Independant Game Festival Finalist)
- Mass Media, a THQ studio September 2006 - November 2008 Moorpark, CA
 - *Red Faction: Guerrilla* (XBOX360) - Propaganda print graphics for Volition. Est. 12 posters with various propaganda themes. Photoshop & Illustrator.
 - *Stuntman 2* (PS2) - Optimized terrain, props & environments. Textured & UV mapped props and levels (mainly multiplayer). Worked with rest of team to complete all tasks. Maya.
 - *Tetris Evolution* (XBOX360) - Created roughly 90+ (of 300) in game player icons, and 7 game skins (2 modes each). Photoshop & Illustrator. Assisted with revisions.
Associate Artist. Tasks included HUD/UI design, illustration, concept art, logo design, graphic design, art for in-house tools, pitch development (13) and general 3D art creation.
- Full Sail Real World Education August 2004 - October 2006 Winter Park, FL

Lab Specialist in Character Animation (CAN). Responsible for assisting students with the lab portion of CAN. Assisted with curriculum development, characters for student use, and gave a monthly 'Introduction to After Effects' lecture.
- The Animation Mill June 2003 - February 2006 Ocoee, FL

Freelance Contractor. Tasks varied from object modeling, texturing, animation, character modeling and setup, compositing, storyboarding, and rotoscoping. Projects include work for Lockheed Martin, WKMG Channel 6, Visual Flux and Convergence. 3D Studio Max, Photoshop and After Effects.

SKILLS

Technical

- Maya & Max proficient
- Adobe Photoshop CS4
- Adobe Illustrator CS4
- Adobe After Effects
- Flash (Learning)
- Dreamweaver & HTML

Artistic

- Paint (acrylic & watercolor)
- Sculpture (clay, wax & resin)
- Web Site Design
- Concept & Design
- Cartoonist

EDUCATION

- Associate of Science Degree in Computer Animation 2003
Full Sail Real World Education Winter Park, FL *focus - Maya
Awards: [Perfect Attendance](#), [Student Achievement](#), [Class Salutatorian](#), [Course Director Award](#)
- Associate of Applied Science Degree in Media Arts 2001
County College of Morris Roxbury, NJ *focus - 3D Studio Max