

BRANDON LAI

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Concept Artist, Illustrator and Game Artist

OBJECTIVE: To turn artistic ideas into reality, inspire fellow incredible artists, and expand my knowledge within the entertainment industry.

MAIN UTILITY BELT:

Maya 2013-09 including Mental Ray	Photoshop (CS4/CS5/CS6/CC)	Adobe Illustrator
3ds Max	Unity 3D	Alchemy
Windows XP Professional	Zbrush 3.1-4R4	Perforce/Jira/Git/Hansoft
Mac OSX	After Effects	

SKILLS:

Outsourcing and Asset Tracking	Understanding of Game Pipeline Production
Emphasis in 3D / 2D workflow	Multitasking between applications
Concept Development-Character/Environment	Organic and Hard Edge experience
Game Design and Interactive Theory	

EXPERIENCE:

"Untitled Project"-Hangar 13 (2K Games) 2015-present

Position: *Art Outsourcing Artist (Photoshop, Maya, 3dsMax, Hansoft)*

"Chasing Dead"-2020 Venture games(PS4/WiiU)AAA 2014-2015

Position: *Senior Concept Artist(Photoshop, Maya, Unity3D)*

"Burt Destruction"-Runwilder INC./Mobile App 2012-2013

Position: *Senior Game Artist(Maya 2012, Photoshop, Illustrator, Unity3D)*

Description: *I was assigned to create various 3D/2D assets for this platform based game, including UI work within Unity 3D. Assets started in Photoshop then moved to Maya for meshes. It was imperative to maintain a certain art style. I was also responsible for assembling and directing contract work from various sources.*

"Battlestar Galactica Online/Universal Monsters Online/Dark 2010- 2012

Orbit U.S./ Uridium Wars/The Mummy Online"- BigPoint Inc./Web-Facebook

Position: *3D Associate Artist(Maya 2011, Photoshop, After Effects, xnormal)*

Description: **Battlestar Galactica Online**(3D/Concept Artist)- *I was responsible for redesigning both colonial and cylon faction ships. Specific orthographics were made for modelers. Concept art was also needed for new factions and battlegrounds.*

Universal Monsters Online(UI Icon Artist)- *I was tasked to paint over 60 ability icons, as well as account avatars.*

Dark Orbit U.S. / Uridium Wars- (3D/Concept Artist)- *Designer for all 3D and 2D environmental assets. I created environmental, character conceptual art, and animation for all three factions while implementing brief particle post production. I worked with the producer to create the final storyline for the game. I also worked with marketing team in creating multiple web banners and Facebook ads.*

The Mummy Online-(UI Icon Artist/Concept Artist)- *Designed UI art for character abilities and consumable potions. I have done concept art as well for the Open Beta press release.*

"The Insulter"-SkyStar Studios/Iphone game application

2010

Position: *3D/2D Artist(Maya 2010, Photoshop)*

Description: *Responsible for character texturing. Created 2D post production art such as main menu and credits/help tutorial along with conceptual design for development.*

"CAM Illustrations"- Cisco Systems/InVision

2009

Position: *Illustrator/ Story Board Artist(Photoshop)*

Description: *Twelve frames depicting the evolution of corporate account managers and business partners relationships. Black and white illustrations.*

EMPLOYMENT HISTORY:

Hangar 13 (2K Games)-Novato,CA

1/2015-present

Position: *Art Outsourcing Artist- Asset batch tracking and art support.*

2020 Venture Games- San Mateo, CA

4/2014-1/2015

Position: *Senior Concept Artist- Conceptual design for characters and environments.*

RunWilder Inc.- San Francisco, CA

11/2012-2/2013

Position: *Senior Game Artist- maintaining 3D/2D art assets and UI design.*

Bigpoint Inc. – San Francisco, CA

10/2010-11/2012

Position: *3D Associate Game Artist- maintaining 3D/2D art assets and concept design.*

Sky Star Games - Novato, CA

4/2010 - 5/2010

Position: *3D/2D Artist – 3D texturing, 2D comps and Illustration.*

The Cliff House - San Francisco, CA

10/2005 - to present

Position: *Server - Handling food, beverages, maintaining a satisfied customer.*

EDUCATION:

Ex'pression College of Digital Arts, Emeryville, CA

2005-2007

Obtained: *Bachelor of Applied Science in Animation and Visual Effects*

California College of the Arts, Oakland - San Francisco, CA

2004-2005

Obtained: *Emphasis in Illustration*

Santa Rosa JC

AA, General Education,

2000-2002