

Brendan Por

CG Artist // Environments // Props // Textures

604.341.8141

por.brendan@gmail.com

www.brendanpor.com

COMMUNICATION ▪ TEAM PLAYER ▪ INNOVATIVE

Self motivated – always looking for new techniques and ways to improve performance

Versatile – able to learn new methods and adapt to new situations quickly

Organized – ability to plan and track progress through documentation

GAME EXPERIENCE

- Packhounds, Nocturnal, The Art Institute of Vancouver 2008
Environment Artist
 - Created and textured environments and other assets.
 - Imported assets into Unreal for testing and use.
 - Documented work flow and production.
 - Adhered to strict time constraints and deadlines.
 - Communicated with other team members though verbal, visual and written means effectively.

EDUCATION

- **Diploma, Game Art and Design**, The Art Institute of Vancouver 2006-2008
Environment Artist

PROFESSIONAL SKILLS

- Proficient with Maya, Photoshop and Microsoft Office Programs (Word, Excel & Visio).
- Working understanding and ability to use 3Ds Max, Unreal Editor, Crazy Bump, Macromedia Flash, and Adobe Premier.
- Ability to give and receive constructive feedback from team members.
- Self learning Headus UVlayout, Zbrush, Mudbox, and xNormal.

WORK EXPERIENCE

- Harmony Home Cleaning, Contract 2010
Graphics Designer
 - Created company logo, business card, flyer, and information sheet designs.
- Hampton Plumbing, Contract 2009
Graphics Designer
 - Created company logo and invoice.
- Zellers, Coquitlam BC 2007-2010
Warehouse Worker/Stock Personal/Cashier
 - Managed location, display and shipping of merchandise.
 - Completed shipping and receiving documentation.
 - Organized and stocked displays.
 - Dealt with high volumes of cash, debit and credit while remaining focused and calm in a hectic, fast paced environment.
 - Directed fellow employees within my department.