



BRANDON SHRADER

3D GENERALIST & ART DIRECTOR

ABOUT

An unconventional, self-taught 3D Generalist with 7+ years of experience in creative direction between a multitude of diverse mediums. Professionally played eSports for two world renowned gaming organizations, while leading multiple time-sensitive team projects. I'm a charismatic soul with passion for creativity and direction. I can work efficiently alone on multiple projects and/or work effectively with a group of other colleagues.



EXPERIENCE

3YR
2019-2022

3D GENERALIST

Self Employed / Canton, OH

- Attract 1,000+ unique customers in my personal marketplace for products ranging from 3D Models, Props, Ready-to-Use Unity 3D Assets, and PBR Materials & Textures.
- Coordinate with 150+ clients requesting Custom Modeling, Texturing, Rigging, Animation, and Unity 3D Game Logic.
- Conceptualized, Directed and Composed original Character Designs, Environments, and Props for personal projects.

1YR
2019-2020

TEAM COORDINATOR & ESPORTS PLAYER

100 Thieves / Los Angeles, CA

- Lead and organize a team of professionals to a common goal, while solving real time problems along the way. Evaluate their performance and adjust accordingly.
- Plan, concept, and execute real time strategies to overcome obstacles, with myself and my team to obtain a common goal. Document, and professionally produce content around said goal.
- Utilize my abilities to, compete, overcome, and proceed through any obstacles while maintaining a professional brand outlook, and further push this through social media.

6MO
2019-2019

CONTENT CREATOR & ESPORTS PLAYER

Team Liquid / Los Angeles, CA

- Create interactive, entertaining, and engaging content around the brand. Work with other professionals in this aspect to engage an audience and further spread the brand's name and identity.
- Perform at my highest level possible, among other professionals to achieve a common goal. Practice, and refine my skills I have to obtain said goal.



EDUCATION

3.5YR
2016-2019

ADVERTISING & GRAPHIC DESIGN

Columbus College of Art & Design / Columbus, OH

- Completed work towards *Bachelor of Arts (B.A) Interactive & Graphic Art*. Majored in Advertising & Graphic Design, Minored in Film & Studio Photography.



PROFESSIONAL SKILLS

Blender 3D	Branding & Logo Design
Unity 3D	UI / UX Design
Figma	Advertising
Rigging	Marketing
Animation	Team Management
Product Rendering	Team Direction
Substance Painter	Art Direction
Hardsurface / Organic Modeling	Project Management
Concept Art	Entertainment
Game Design / Development	Content Creation
Graphic Design	Videography / Video Editing
Motion Graphic	Social Media Management
Studio & Film Photography	
Film Development	
Camera Operations	
Image Editing & Manipulation	

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📱 Message me for my number