BRANDON SHRADER
Jack of All Trades
UI/UX, Modeling, Branding & More.

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-Now

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 LEAD & 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.

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	

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