

# BRANDON COFFEY

Environment Artist

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## SKILLS AND SOFTWARE

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Modeling (Maya)	6+ years of modeling and uv experience in Autodesk Maya. In addition, I have knowledge of MASH, Arnold Rendering, and BiFrost.
Surfacing (Substance Painter)	3+ years of experience in substance painter using smart materials and hand painting techniques as well as touch up in photoshop.
Composition, Lighting (Unity HDRP)	2+ real-time virtual environments in Unity HDRP. Created all assets, layout, lighting, and effects / animations.
Game Development (Unity)	3+ years of unity experience in all areas. Made 2+ finished games with a large team and 3+ solo games.
Composition, Lighting (Unreal 4)	1+ real time virtual environments in Unreal 4. Created all assets, materials / shaders, lighting, and composition.

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## WORK EXPERIENCE

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VR Tech Artist   MI Lab at UTD	Worked to build realistic environments to match VR experiences with thermal and haptic feedback in Unity for graduate research.
SGDA Junior Officer	For the Student Game Development Association, I worked as an officer to help run the club.

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## CLASS EXPERIENCE

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Virtual Environments I	A university level course where I designed and built two fully featured Unity HDRP environments from scratch.
Virtual Environments II	The second level of the above course, this time in Unreal Engine 4.
Modeling and Texturing	A university course teaching proper modeling and surfacing techniques in Maya and Substance Painter.

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## EDUCATION

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The University of Texas at Dallas

B. A. of Arts, Technology, and Emerging Communications - Animation and Games