

# BRANDON COFFEY

Environment Artist

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## SKILLS AND SOFTWARE

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)	Hand painted and procedural surfacing skills using Substance Painter.
Composition, Lighting (Unity HDRP)	Extensive experience in Unity HDRP using real-time techniques to light and design custom environments using my own assets.
Game Development (Unity)	Programming and game development skills in Unity. Finished multiple games with large teams and some completely by myself.
Composition, Lighting (Unreal 4)	Knowledge of scene composition, shader techniques, and baked lighting in Unreal Engine 4 using custom assets.

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## PROJECTS

Virtual Environments II	Modeled, surfaced, and lit entire environments using Unreal Engine 4.
Cold Temperature   MI Lab	Built immersive environments for a wintry snowscape and a rainy forest while assisting graduate students as they research thermal feedback in VR using Unity and Oculus.
Virtual Environments I	Designed two fully featured environments in Unity HDRP from scratch.

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## WORK EXPERIENCE

SGDA Junior Officer	Maintained and Updated the website for the Student Game Development Association at UTD, as well as ran workshops to teach others advanced techniques in Unity .
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## EDUCATION

The University of Texas at Dallas  
B. A. in Arts, Technology, and Emerging Communications - Animation and Games