

BRENDAN RADER

Class: Environmental Artist

Qualities: Communication, Problem Solver, Team Player,
Punctual, Ambitious, Creative

Hobbies: Playing / Making Games

Objective: Looking to gain real world experience to
help master my skills and adjust my
workflow in a way that benefits my
fellow game devs the most.



LEVEL:

Iv 4 Senior

Next Graduate

SKILLS:

Hard Surface Modeling



Texturing



2D Art



2D Animation



SOFTWARE:



EDUCATION:

University of Central Florida

Major: Digital Media – Game Design

GPA: 3.68

ACHIEVEMENTS:

President's Honor Roll – x1

Dean's List – x3

MASS: UCF Certificate of Excellence – x2

ORGANIZATIONS:

Current:

GameDev Knights – Since 2016

Former:

DECA – 2012 to 2016

National Honors Society – 2015 to 2016

CONTACT:

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