

# Brock Horton

Full stack  
developer

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## Brock Horton

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[Brockhorton.com](http://Brockhorton.com)

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## Skills

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Software.

Maya, Modo, Blender, Z-Brush, Photoshop, Substance, Unity, Unreal, Illustrator, Premiere Pro.

Coding Languages.

HTML5, CSS, JavaScript

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## Experience

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### CCR/ I.T. Technician

010/2017 - PRESENT, Sanford, FL

- Imaged Laptops according to client specifications
- Handled any computer bugs that arose
- Repaired or replaced hardware

### Nacb les. / 3D Artist

010/2017 - PRESENT, Sanford, FL

- Created 3D assets for game implementation using Maya and photoshop.
- Met weekly with the art team to critique designs, track progress, and improve overall artistic quality.

### Nacb les / 3D Artist intern

MONTH 2017 - MONTH 20XX, Sanford, FL

- Created 3D assets for game implementation using Maya and photoshop.
- Met weekly with the art team to critique designs, track progress, and improve overall artistic quality.

### Immersed Games/ 3D Artist Intern

MONTH 2015 - MONTH 2015, Gainesville, FL

- Created 3D assets for game implementation using blender and photoshop.
- Met weekly with the art team to critique designs, track progress, and improve overall artistic quality.

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## Education

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**University of Central Florida** / Certificate for full stack development.

**Digital Animation and Visual Effects School** / BA in Game Production

July 2014 - December 2018, Orlando, FL

**Utah Valley University** / AS In University studies

August 2012 - December 2016, Orem, UT

**Weston High school** / Diploma

August 2008 - June 2012, Weston, CT

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## Awards

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Certificate for the 7 Habits of highly effective people.