

# Christian Brookins

3D Architecture Visualization Designer

Miami, FL

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## EXPERIENCE

### Freelance/Remote — 3D Digital *Concept artist/ Generalist*

MONTH 2019 - Current

- Created digital art of general objects furniture designs for various clients.
- Fully modeled and rendered scenes using these objects/assets on display.
- Experience in rendering exterior and interior scenes.
- Experience in modeling Hard surface and organic assets.
- Years of editing/rendering experience in Adobe Photoshop.

## EDUCATION

### Miami Dade College — *Associates Degree in Computer Science*

2020 - 2022

- Overall understanding of 3D software.
- Experience in working with teams within a similar field.

## PROJECTS

### *Modern Residential Home* — (3D Visualization course)

- Render scenes with accurate lighting using HDRI textures.
- Created a fully modeling building following an exact blueprint.
- Created custom assets to populate the scene.
- Fully rendered exterior and interior versions of the scene

### *Unreal engine 5 Modern apartment*

- Created a fully playable user experience running in Unreal Engine 5
- Learned to decorate interior scenes within a game engine.
- Exported objects from other 3D software using an asset conversion pipeline

### *S.A.L.T. - X* — (Stop Waiting for Godot Game Jam)

- Designed overall user game experience.
- Created digital art and assets.
- Created 3D models and animations.

## SKILLS

- 4+ years of Blender 3D experience.
- 15+ years Adobe Photoshop experience
- 4+ years Unreal Engine 5 experience
- 2+ years SketchUp experience

## LANGUAGE

- English
- Spanish

## PORTFOLIO

Link

— <https://chrisobrooks.github.io/my-portfolio/>