

Contact

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(Portfolio)

Top Skills

Texturing
Modeling
3D

Bryan Eppihimer

Principal Character Artist
Austin, Texas Metropolitan Area

Summary

I grew up in Houston, Texas where I developed an interest in the arts at an early age. After high school I went on to major in drawing/sculpting at the Atlanta College of Art before transitioning into computer arts. I have since worked on many exciting projects and continue to hone my craft.

bryan.eppihimer@gmail.com
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Skills/Software:

Autodesk Maya XSI and MAX
Pixologic zBrush
Adobe Photoshop
Substance Painter
Marvelous Designer
Unreal 4
Cryengine 3

Contributed Work:

Remnant: from the ashes
Breach
Hand of the Gods: Smite Tactics
Smite
The Culling
Heroes of Newerth
Lichdom: Battlemage
Virtue World of Kaneva
Realtime Gaming casino suite
Wizards and Warriors
Nox

Experience

Meta

Principal Character Artist

December 2021 - Present (1 year 5 months)

Austin, Texas, United States

Twisted Pixel Games

Character Artist

January 2021 - December 2021 (1 year)

Austin, Texas, United States

(acquired by Meta in 2021)

Gunfire Games

Senior Character Artist

February 2018 - January 2021 (3 years)

Freelance

Character Artist

April 2015 - February 2018 (2 years 11 months)

- Sculpt high detail characters, polygonal models, create LODs and texture the assets based on concepts provided by clients

Clients:

Frostburn Studios

GameLoft - NOLA

Garena - CN

Hangar B Productions

Hi-Rez Studios

Reset Studios

QC Games

Xaviant

Xaviant

Senior Character Artist

November 2008 - April 2015 (6 years 6 months)

- Create high detail sculpted characters, polygonal models, textures and materials that work within the game budgets
- Collaborate with other departments to develop solid solutions for asset pipelines
- Create documentation for best practices, pipelines and workflows
- Create and maintain character artist's schedules

- Review character artwork at various stages to maintain the Art Director's visual style and quality
- Create character concepts
- Mentor and train other character artists
- Successful shipment of Lichdom: Battlemage

Kaneva Inc.

Art Director

February 2007 - November 2008 (1 year 10 months)

- Responsible for managing in-house artists and outsourcing
- Responsible for negotiating all out-sourced artwork
- Establish art guidelines that improve overall design, quality and consistency
- Establish department schedules and communicate with management to set realistic goals
- Lead team through all aspects of game creation including level design, animation, modeling, texturing, and documentation

Realtime Gaming

Art Director

June 1999 - January 2007 (7 years 8 months)

- Responsible for interviewing, hiring, and overseeing artists
- Establish guidelines for outsource art development
- Maintain quality and consistency of the art department
- Establish all art production deadlines; communicate with developers and management to set realistic goals
- Streamline processes to maximize time and efforts of department while improving overall design
- Lead team through all aspects of game creation including rendering, animation, modeling, texturing, and documentation
- Oversee all art localization efforts
- Contribute to successful shipment of over 35 games

Heuristic Park Inc.

3d Artist/Animator

June 1996 - June 1999 (3 years 1 month)

- Animate hero and creature characters (recognized with positive feedback at Virgin Interactive and Westwood Studios)
- Hand paint tiling terrain textures, props and character skin variations
- Meet all deadlines for production
- Successful shipment of games (Wizards & Warriors, Nox)

Freelance artist

Freelance artist

1996 - 1998 (2 years)

Darkened Sky Studios

Sand Lyon Studios

Moreland Altobelli Associates, Inc.

Genetic Anomaly

Education

Atlanta College of Art and Design

Computer Arts and Drawing · (1992 - 1996)