

Contact

www.linkedin.com/in/brianhall3d
(LinkedIn)
www.artstation.com/bhall27
(Portfolio)

Top Skills

Texturing
Maya
Game Development

Languages

English (Native or Bilingual)
Spanish (Native or Bilingual)
French (Limited Working)

Brian Hall

Environment Art Manager
Austin, Texas, United States

Experience

Meta

1 year 5 months

Environment Art Manager
June 2022 - Present (11 months)

Senior Environment Artist
December 2021 - June 2022 (7 months)
Austin, Texas, United States

Twisted Pixel Games
Environment Artist - Senior Level
May 2020 - December 2021 (1 year 8 months)
Austin, Texas, United States

Game Cuisine Games
Owner/Artist
March 2014 - March 2021 (7 years 1 month)
Greater Salt Lake City Area

Entity from which I do freelance and personal game development projects.

WildWorks

4 years 9 months

Lead Environment Artist
January 2017 - April 2020 (3 years 4 months)
Greater Salt Lake City Area

I am currently the Lead Environment Artist on our new title releasing in 2019: Fer.al. I work closely with the Concept/Feature Lead to realize the Cities and Interiors for the game. I oversee all the 3D assets that go into these environments and manage various team members that contribute to these levels. Environments range from intimate interiors to a mix of exteriors with expansive terrains.

In 2020 I spearheaded a workflow change for the Accessory/Sanctuary Team introducing new tools to use in Fer.al that helped speed up production time by 45% per asset.

In 2019 I lead a small team of 10 people in the internal "WildWorks Innovation Day" taking first place for an internal prototype.

I was put in charge of all the interiors (Dens/Parties) and Pack Hideouts for Animal Jam: Play Wild at the start of 2017. I still manage this title as well as work closely with external vendors, overseeing assets for those same areas for our monthly content drops.

Senior Environment Artist

August 2015 - December 2016 (1 year 5 months)

Salt Lake City, Utah

Responsible for all Environments on Animal Jam: Play Wild! Responsibilities include modeling, texturing lighting and level setup within the Unity Engine.

Neumont College of Computer Science

Adjunct Professor

June 2016 - September 2019 (3 years 4 months)

Greater Salt Lake City Area

Teaching an intro to Animation and Modeling for game development to students at Neumont.

University of Nevada Las Vegas

Adjunct Professor

January 2015 - July 2015 (7 months)

Taught an Intro to Maya and Animation course at UNLV for the spring semester of 2015.

IGT

Senior 3D Artist

May 2013 - July 2015 (2 years 3 months)

Helped the Las Vegas branch move from flash based games to Unity. Also will be helping to create real-time 3D games using the Unity platform. Responsibilities include modeling, texturing, lighting, animation, FX and UI.

Disney Interactive Studios

Contract World Builder - Renderer

January 2013 - May 2013 (5 months)

Salt Lake City, UT

Worked on contract at Disney Interactive in Salt Lake as a World Builder for marketing on the Disney Infinity project. Also have helped with game assets when time has allowed on various playsets such as the Pirates of the Caribbean playset.

Pipeworks Software

Lead Artist

May 2009 - August 2012 (3 years 4 months)

Lead artist on the following titles: U Draw (first phase of U Draw), Deadliest Warrior: The Game, Deadliest Warrior Legends, Dancing with the Stars: Keep Dancing, Unannounced Web Based Fishing Game

Foundation 9 Entertainment

Environment Artist - Pipeworks

July 2008 - June 2009 (1 year)

Part of a talented group of individuals creating games for the Wii, 360 and PS3.

Responsibilities have included environment modeling and texturing. Lighting in and out of the proprietary engine. Placing created assets using the level editor.

Current responsibilities include cinematic pre-rendered movies along with in game movies. Adding special effects in post production for all footage required for these movies.

Fuel Industries

Prop/Environment Artist

November 2006 - March 2008 (1 year 5 months)

Responsible for various phases of game development: including prop and environment modeling, lighting, texturing. As well as development for high-res projects, responsibilities would include render setup, lighting, and shader work. Some experience in simple animation.

Sony Computer Entertainment America

Game Tester

June 2006 - August 2006 (3 months)

Worked with a group of game testers on NBA Live 2007 for the PS2 and PS3. Primary responsibilities include testing and cataloging software errors as well as communicating them to the rest of the team and team leads.

Packom Interactive

Modeler/Texture Artist

January 2006 - August 2006 (8 months)

Worked with a group of Independent Game Developers on the Divine for almost 8 months - I was responsible for all 3D and texture assets and working with programmers to integrate art assets into the engine they were developing. This included trouble shooting normal map integration and mesh integration.

Education

Arizona State University

Bachelor of Fine Arts (B.F.A.), Animation, Interactive Technology, Video Graphics and Special Effects · (2002 - 2004)

Scottsdale Community College

Associate of Arts (AA), General Studies · (2000 - 2002)