

Brian A. Vanderhulst
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EXPERIENCE

Thirteen (13) years of video game development experience.

SKILLS

Low and High-poly modeling, texturing, and animating; Strong environmental creation skills; Traditional art skills; Attention to detail; Ability to work under pressure; Deadline-oriented; Strong work ethic; Quick learner; Strong ability to work in team environment

SOFTWARE

- *3D Packages:* Maya, 3D Studio Max
- *2D Packages:* Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe Image Ready, Debabelizer Pro
- *Asset Management:* Alienbrain, Visual Source Safe, Perforce
- *Third Party Software:* Renderware Studio ; Crytek Cryengine
- *Microsoft Products:* Word, Excel, Outlook

EMPLOYMENT

December 2007 – Present

Virtual Space Entertainment – San Anselmo, CA

Lead Environment Artist

- *Blue Mars* project (PC) – Responsible for setting up workflow, asset management, test packets, guidelines, and workflow for art outsourcing. Creation of multiple various levels on short schedules for demo's to clients. Created models, props, and animations as well as setting up lighting for environments.

May 2007 – Oct 2007 (Company lay-offs)

June 2006 – December 2006 (Company lay-offs)

Perpetual Entertainment – San Francisco, CA

Senior Environment Artist

- *Gods & Heroes, Rome Rising* (PC) – Responsible for creating environment art for several levels of a detailed MMO world. Modeled and textured terrain and natural elements as architectural elements. Created lighting and atmospheric for interiors and exteriors. Worked closely with an outsourcing producer to incorporate outsourced props into internally created scenes. Created textures and completed various other level art tasks.

January 2007 – May 2007

June 2005 – May 2006 (Company lay-offs)

Stormfront Studios – San Rafael, CA

Senior Artist

- *Spiderwick Chronicles* (PS2, Wii, PC) – Responsible for creating environment art, environment animations, lighting, texture creation and various other level art tasks.
- *Eragon* (PS2, Xbox, PC, Xbox 360) – Responsible for creating environment art, environment animations, lighting, texture creation and various other level art tasks.

May 2005

Pipeworks – Eugene, OR

Contract Environment Artist

- *Prince of Persia Revelations* (PSP) – Responsible for new level creation on the PSP

January 2005 – June 2005

Buzz Monkey Studios - Eugene, OR

Senior Environment Artist

- *Visa Shockwave game* – Responsible for levels and asset creation
- Unnamed projects – Responsible for levels and asset creation

April 2004 – January 2005

Seven Studios – Santa Monica, CA

Senior Artist

- *Fantastic Four (PS2, Xbox, Gamecube)* – Responsible for environmental art, environmental lighting and various other level art tasks. Created and applied textures to levels.

February 1999 - September 2003:

Angel Studios/Rockstar San Diego – Carlsbad, CA

- *Smuggler's Run* (PS2 launch title) – Responsible for 3D assets and world/level building. Created memory card icon assets/animation
- *Smuggler's Run 2* – Responsible for the modeling of two of the levels in the game. Created memory card icon assets/animation
- *Smuggler's Run Warzones* (Gamecube) – Designed, art directed and created assets for the multiplayer level
- *Test Drive Off Road Wide Open* (PS2) – Art support and teaching of proprietary software to new team.
- *Spy Hunter 2* (PS2) – Level Artist
- Level artist on various other unreleased and unannounced titles

February 1996 – November 1999:

Sunset Entertainment – Dana Point, CA - Senior 3D Modeler/Animator

- Responsible of design and animation leads on “Dragon Lords”. Works included the poly management, as well as the animation of the 3D characters, modeling of the characters and environments in “Dragon Lords”. Extended duties such as texture mapping, 2D and 3D real-time effects creation. Also in charge of the creation and editing of real-time cinematic sequences for “Dragon Lords”.
- 3D Modeler/Animator and Designer on “Star Raiders”. Modeling and designing alien ships for the game. Environmental modeling and effects. “Sky dome” creation for 3D world.
- Worked with Sunset Entertainment and Paramount Pictures Interactive in creating design projects for “Star Trek” video game demo.

CREDITED TITLES:

- Smuggler's Run
- Smuggler's Run 2
- Smuggler's Run Warzones
- Test Drive Off Road Wide Open
- Spy Hunter 2
- Fantastic Four
- Prince of Persia Revelations (PSP)
- Eragon
- Spiderwick Chronicles
- Gods & Heroes, Rome Rising (Unreleased)
- Blue Mars (In Development)