Nathaniel Brenner
Media Arts & Animation

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SUMMARY

Fast-paced, eager, and creative individual seeking employment in environment that values quality, personal growth, and teamwork. I can readily adapt to new tools, skills, techniques and environments and get the work done timely, efficiently and correctly. Please visit my website, listed above, for examples of my work.

PROGRAMS

-Autodesk Maya/LT   -Adobe Photoshop   -Blender   -Unity

-Z-Brush   -Unreal Engine   -Adobe Substance Painter

EDUCATION HISTORY

-Hiram W. Johnson High School- Graduated 2011

-Art Institute of California – Sacramento- Graduated 2015

   -Bachelor of Science in Media Arts & Animation

WORK HISTORY

3D Modeler: Razzit Game Squad (Remote)   **July 2017 – Nov 2020**

- Created 3-D assets for multiple proposed game concepts using Maya and imported to Unity.

3D Artist: Intern/Employee SuperWorld (Remote)   **Nov 2020 – July 2022**

-Created 3-D assets for an AR app, prepared and uploaded various objects/Images to the SuperWorld mobile app via Unity and GLB methods and AWS and API, varying in complexity and level of animation. Prepared & pinned various Images and GIFs to the Superworld AR Map, Participated in external projects for clients, communicated with team leaders, reported daily progress, continued learning new programs and skills and adapted to a new work environment.