Nathaniel Brenner
Media Arts & Animation

Redding, CA

(530) 276-6504

nathanielaaronbrenner@gmail.com

www.nathanielbrenner.com

SUMMARY

Fast-paced, creative, and hard-working 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.

EXPERIENCE

-Autodesk Maya/LT	-Adobe Photoshop	-Blender	-Unity
-Adobe Illustrator	-Adobe Premier Pro	-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

Merchandiser/Down stocker: Best Buy. Sacramento, CA Arden Location   **Nov. 2016-Feb 2019**

-Performed job tasks involving: Open box tags, paper and electronic signs/tags, plan-o-grams, down stocking merchandise, picks/carry out orders, and returning products to appropriate place.

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

-As primary artist, created 3-D assets for multiple proposed game concepts using Maya and imported to Unity.

3D Modeling & Animation: Super World (Remote)   **Internship Nov 2020 - Jan 2022**

Hired Jan 2022- July 2022

-Created 3-D assets, prepared and uploaded various objects/images to the Super World 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.