

Brad Boyles

1926 Wellington Lane Apt # 147 • Vista, CA 92081
661.205.5904 • btboyles@gmail.com • btb3d.com

OBJECTIVE

Obtain an artist's position creating assets, and or environments for use in video games, improving my skills to build the necessary experience to excel in the video games industry.

COMPUTER SKILLS

3D Studio Max	Maya	ZBrush
UV Layout	Adobe Photoshop	Unreal Development Kit
Garden of Eden Creation Kit	nDo	Crazy Bump

EDUCATION

The Art Institute of California-Orange County	Santa Ana, CA	Dec 2010
Bachelor's of Science in Game Art and Design		GPA: 3.30

RELATED EXPERIENCE

3D Artist, High Moon Studios	Carlsbad, CA	March 2011 - April-2013
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Shipped Titles:

- Transformers: Fall of Cybertron (2012), Activision Publishing, Inc.

Environment Art Intern, Obsidian Entertainment	Irvine, CA	December 2010 - March 2011
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Shipped Titles:

- Dungeon Siege III (2011), Square Enix, Inc.
- Fallout: New Vegas - Honest Hearts (2011), Bethesda Softworks LLC
- Fallout: New Vegas - Lonesome Road (2011), Bethesda Softworks LLC
- Fallout: New Vegas - Old World Blues (2011), Bethesda Softworks LLC