ANTHONY "Tony" A. BROWN, JR.

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Serious Games & Simulation Ree: https://youtu.be/Eg-aZfJ2M_0
Game Developers Republic: http://gamedevrepublic.com

WORK OBJECTIVE

Level 3d artist • Game Designer • Game Developer • Level Designer • Creative Director • Creative Development • Graphic Design • Film Production •Website Development • Digital Sculptor • CG/3D Modeler • CG/3D Texture Artist

Thank you for viewing my resume. I am a passionate & highly creative production lead, game designer, game developer, and 3d artist, and with well over ten years combined experience in management, print, game design, level design, web design, 3d modeling, texturing, animation, and game development & coding; I'm seeking to work for a creative leading-edge organization that demands highquality work to enhance the organization &/or its clients professional image and goals. I excel in not only the production of optimized, game-ready 3D models, characters, & assets but also UV creation, editing, optimization,and texture placement using a variety of rendering pipelines such as PBR, Mental Ray, & Arnold. I also have the knowledge & experience of optimizing scenes and environments for use in a Real-time pipeline using a variety of game engines including unity & unreal for building & launching content on various of applications including standalone, mobile, & PC.

PROFESSIONAL WORK HISTORY

Interactive Multimedia ISD- 2017 – present
Martin Federal , Little Rock, AR

As a level 3, Interactive Multimedia ISDs I designed & created, Section 508-compliant, interactive learning solutions & / or simulations, that support the performance outcomes and adhere to the requirements of the Strength Maintenance Training Center of the National Guard Professional Education Center. Using & applying the ADDIE (Analyze, Design, Develop, Implement, and Evaluate) ISD Model, I work closely with Subject Matter Experts (SME's) to gather and analyze requirements, needs, & expectations, to effectively deliver learning content across multiple platforms and a variety of formats, including online, mobile, and blended learning environments. Creating the interactive software & exercises using an agile project management (APM) approach, we utilize a variety of different authoring tools to create engaging software & tools that make learning fun, interactive, & comprehensive.

Selected Accomplishments:
- Conceptualized, planed, & developed SMTC Arcade. (A library of fun, e-learning games geared toward hard core & casual gamers that are created to reinforce educational material, assess knowledge retention, and improve learning retention.)

Game Developers Republic
Founder & Coordinator - 2018 – present

Beginning as a passion project, the Game developers Republic was created to provide free training & educational material to people looking to get into, or learn about game development & 3d art. We upload high quality, professionally produced videos twice a week, as well as give free talks, panels, & workshops.

Selected Accomplishments:

- Wrote, edited, & created over 20 videos (that have garnered over 20k views (as of Jan. 2019)
- Published free app (Launch Nov. 16, 2018)
- Featured Guest & host 3 panels at Memphis Comic & Fantasy Con.   (Nov. 16 - 18, 2018)
- Udemy course (Feb. 15 2019)

Lead 3D ARTIST/ Lead GAME DESIGNER- 2014 – 2017
KEYBRIDGE TECHNOLOGIES INC. , OKLAHOMA CITY, OK

Plan, design, and document all aspects of creative development for game development Team, as well as plan, create, coordinate, and maintain production scheduled for game development Team. In addition to designing, modeling, texturing, and implementing 3d virtual environments & prototype and implement game mechanics and game design.

Selected Accomplishments:
- Created & Lead 3d department
- Designed & Lead my team to create serious games/interactive training simulations for FAA
- Designed & Lead my team to create serious games/interactive training simulations for Military
- Designed & Lead my team to create serious games/interactive training simulations for TSA

Instructor of Game Design & Development, *2016 - 2017*
Oklahoma State University, Oklahoma City, OK

Teaching at the undergraduate level (beginning to advanced) in digital communication. Integrates computer technology into studio courses, while teaching both theory and hands-on skills, leads robust critiques and theoretically-informed discussions about game theory, design, & development while linking humanities, science and technology; to use computer applications, online resources and other technologies for the classroom and online learning..

3D ARTIST/ Game Designer, 2011 - 2013
KEYBRIDGE TECHNOLOGIES INC. , OKLAHOMA CITY, OK

Responsible for designing, creating, and programing/scripting serious games and interactive media for internal and external contracts & projects for clients such as the TSA, FAA, and Military . Responsible also include maintaining a broad overview of pre and post production processes and understand the interconnectivity of various disciplines in & around the project, in order to achieve better research, planning, & problem solving.

Selected Accomplishments:
- Lead the team and created and designed Serious game for ITSEC 2012
- Created games with the top three main commercial gaming engines
- Created and Designed game for IOS & android mobile devices

3D & Creative Game Instructor, Memphis, TN
SOUTHERN AVENUE , 2010 - 2011

Taught students how to model, sculpt, animate, & render in 3d applications. Students also learned to creat levels in the Unreal Engine.

Computer Artist/Graphic Designer 2006 - 2011
MISSISSIPPI BOULEVARD CHRISTIAN CHURCH, *Memphis,   TN*

Created creative concepts, corporate visual graphic designs including logos, posters and in/outside banners, Flash website, photo shots, and promotional videos and project management.

Selected Accomplishments:
- Designed 26 foot indoor banners
- Designed 19 foot outdoor banners
- Designed outside events promotional biannual advertisement booklets
- Designed multimedia 3d graphics

- Designed annual report interactive DVD and book
- Designed special events promotional Flash web site pages

DREAMS 2 REALITY, *Memphis, TN*
Art Director & Producer 2005 - 2010
Create, market, and distribute high quality family entertainment commercial broadcast 3d animation videos. Responsible for managing a team of artists, character actors, and production assistants to create 3d characters and environmental models, textures, animation, motion capture, storyboards, concept art, digital effects, voice overs, choreography and cinematography. Developed project Flash web site for promotions and interactive ideas sharing.

Selected Accomplishments:
- Created business plan and investor presentations to obtain funding for this new and innovative company. Secured tens of thousands of dollars financing deal from investors.
- Orchestrate voice acting auditions, rehearsals, and recording session
- Recruited, hired, and managed over 20 artist to work inhouse or remotely

NEW DIRECTION CHRISTIAN CHURCH, *Memphis, TN*
Intern Graphic Designer 2003 - 2004
Performed graphic design duties, including logo creation, broadcast animation, posters and flyers design, and 3d animation fundraising campaign video.

PROFESSIONAL EXPERTISE

SKILLS	SOFTWARE
- C# - Visual Scripting - Java Script 3D Character Creation 3D Digital Sculpting 3D Digital Organic Modeling 3D Digital Hard Surface Modeling 3D Digital Environment Design and Layout - Multimedia Project Development - Game Design - Level Design - Logo Design - Website Development - Magazine and Brushier Layout - Poster and Flyer Design - Billboard and Banner design - Low-poly Game Modeling - Digital Texturing - Digital Animation - Motion Capture - Digital Effects - Script Writing - Storyboarding - Mel Script - Visual Studio - Action Script - Video Effects - Digital Cinematography - Digital Lighting - Corporate Branding	- Unreal Engine 3 - Unreal Engine 4 - Unity 3 Engine - Unity 4 Engine - Unity 5 Engine - Unity 2018 Engine - Maya - Substance Painter - Photoshop - Illustrator - Corel Paint 3D Coat - Adobe After Effects - HTML - Mudbox - Zbrush - Dreamweaver - Flash - Go Live - InDesign - Motion Builder - Vue - Adobe Premier - Microsoft Office - Substance Painter

● Digital Storytelling ● Video Editing	

OTHER CLIENT DESIGN HISTORY

- National Guard
- FAA
- United States Postal Service
- First Tennessee Bank
- State Farm Insurance
- TriState Bank
- Sun-Trust Bank
- Lenny's Sub Shop
- National Civil Rights Museum
- Congressman Steven Cohen
- The Cochran Firm

EDUCATION

Savannah College of Arts and Design, Savannah, GA

Bachelor of Fine Arts in Computer Art with Minor in Graphic Design in May 2005.

Areas of emphasis include:

Game design & development, CG/3D Organic and Hard surface Modeling, CG/3D Texturing, Web Design and Development, Corporate Identity, and Advertising

REFERENCES AVAILABLE UPON REQUEST