Résumé

Brandon Volpe

3D Artist / Designer
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Languages

🇬🇧 **English: Native**

Links

www.brandonvolpe.com
www.volpegraphics.com

Address

BrandV3D USA
Brandon Volpe
20222 Calumet
Clinton Township, Michigan
United States

All Work Experience

The TCG Brothers Detroit, MI

Graphic Designer Aug 2022 - Feb 2023
My work in the TCG Brothers family included the main logo design, which is featured on a black background and a white one used for live steams and video covers as well as branding for mouse pads and drink koozies for the main merchandise and then I did an intro video production as well.

Frog Invasion Games - Clinton Township, MI

3D Artist / UI Designer May 2021 - Mar 2023
As part of my work with Frog Invasion Games, I worked on the user interface for a submarine game: Submergearia Waters. I also did 3d environments for Street's Disciple, a steam game, which is a fighting game 2-4 player battle platformer.

Hearts For All Paws - Animal Shelter -Clinton Township, MI

Graphic Designer Feb 2021 - Mar 2021
As part of my work here I did work with a local volunteer animal shelter making a logo for the head of the origination to use on flyers and other print and web uses to promote adopting lovely animals with paws.

Samsung Mobile Clinton Township, MI

Smart Watch GUI Designer Jul 2019- Jan 2021
Built and designed watch faces for Samsung using their GalaxyWatchStudio. Created watchfaces for the Samsung Mobile Galaxy Watch Face Store under smart watches. Designed and produce digital watch faces UI/UX GUI's without the complexity of coding. Created watch faces for distribution in the Galaxy Store and then sold on my page.

Altia Inc. - Colorado Springs, CO / Detroit , MI

Technical 3D Artist Oct 2017 - Jul 2018
Working on creating HMI's (Human Machine Interface) for Instrument Clusters, IVI (In-Vehicle Infotainment), HUD's (head-up displays), helping to make amazing GUIs (Graphic User Interface) and other screens on any hardware. My responsibilities were to create eye-catching graphics with 2D and 3D content for production on embedded GUIs at Altia for mainly for the auto industry using Altia Design and other software.

PixelHut West Bloomfeild, MI

Lead Virtual Reality Artist June 2016 - August 2016
While working with the team for a VR project using the HTC Vive this project was made using the Unreal Engine. My responsibilities were to manage and oversee the 3D models, textures, features, navigation and actions of the user for a car configurator.

Digital Tutors / Pluralsight - Oklahoma City, Ok / Clinton Township, MI

E-Learning Instructor October 2015 - March 2016
As an instructor with the industry leaders in online tutorials I instructed a course called "Modeling and Texturing a Next-Gen Building for Games in 3ds Max", showing a unique workflow with modular pieces for a building facade using 3ds Max, Quixel, Photoshop and Marmoset.

Kroll International Sterling Height, MI

Senior Lead Graphic Designer Aug 2015 - Dec 2015
Worked as the Senior Lead Designer to design templates and page designs and then create a printed 700 page catalog for Kroll International's top sellers and new product for selling to police, military and security organizations. Made to look like a magazine by using Adobe's InDesign, Illustrator, Photoshop, Microsoft Word And Excel.

Volpe Graphics - Clinton Township, MI

Graphic Designer Jul 2015 - Present
My Graphic Design work here involved work at my family studio at www.VolpeGraphics.com doing logos for The TCG Brothers and User interface design for Frog Invasion Games as well as non profit volunteer work for an animal shelter. Also watch face designs for Samsung Mobile, and a 700 page catalog/magazine using Illustrator, Photoshop and InDesign for products related to First Responders, Military at Kroll International.

Résumé

All Work Experience

Frog Invasion Games - Clinton Township, MI
Graphic Designer Dec 2014 - Mar 2015
An indie mobile game company I founded in 2014 called Frog Invasion Games. Created 3 mobile games start to Finish including the art, design, game testing & publishing them on Android. "The Casino Vault Robbery", and "Vietnam Chopper".

GDC - Game Developers Conference -San Francisco, CA
Conference Associate March 2013 - March 2016
As a volunteer I'm proud to be part of a huge family of CA's for the biggest and best gaming convention in the world at GDC every year, since I joined the group in 2013. Here is where we check the Badges and help the attendees guided through the Moscone Convention Center. If there were ever a need for gamers on this week we fill the need.

MCM - U.S. Military - Warren, MI
Lead Illustrator Designer Nov 2013 - Feb 2014
Used Illustrator to design and rapidly produce pages for instruction manuals for vehicles in Afghanistan. Designed several template pages to use with 2 different languages for the manual. Every page had graphics of parts and instructions to show visually with pictures mostly for the best communication.

Pre Graduation Work Experience

Internship
I.E. Effects - Traverse City, MI
Internship 3D Stereoscopic Artist - Jun 2011 - Sep 2011
– I worked on using Nuke to draw roto masks for converting stereoscopic 3D images for the movies Harry Potter and the Deathly Hallows: Part 2, Gulliver's Travels, and the Green Lantern.

Pre-Internship History

Speedshape - Royal Oak, MI
3D Animation and Visual Effects Artist Jul 2009
Used 3ds max/ Nuke in a summer workshop. Built the environment and car animation of an Audi R8 car commercial using realtime vehicle driving controls with RealFlow Software. Using Illustrator and Photoshop for a guide as reference and for texture creating.

Sandbox Studio Inc. - Sterling Heights, MI
Illustrator Designer Jul 2007 - Aug 2007
While working here I worked in Adobe Illustrator using the pen tool to re-create parts and their inter workings. It was for the machinery and part in the US military vehicles. The work had to be in vector form for the specialized instruction manuals that the army in Iraq and Afghanistan used to put together the tank vehicles.

BrandV Freelance - Clinton Township, MI
Artist / Illustrator Designer May 2007- Mar 2014
3D Artist at Pixo VR Oculus Rift 2014 CES in Las Vegas. I converted cars in Unity. Lead Illustrator Designer for the US Military. Illustrator to design vehicles in Afghanastan. 3D Artist Arcade Racing Game Contract I used 3ds Max & CryEngine-3D models to build a a golf cart game. 3D Stereoscopic Roto Artist I.E. Effects –3D conversions Gulliver's Travels, Green Lantern, Harry Potter.

Résumé

Relevant Career Projects

Epic Games / Artstation Project Titan -Remote / Global / Detroit, MI

Environment Artist Apr 2024 - Jun 2024
My work on Project Titan with Epic Games as a collaborative 3,000 people project was buildings
pyramids and Steps for the tropic region and some very important textures, as well as a few props.
The whole project took 10 weeks and was run by Artstion and Epic with Discord and Perforce and I
mainly worked with 3-4 other artist on the area of 2 regions.

Assassins Creed Odyssey Fan Art - Clinton Township, MI

3D Artist Level Designer Jan 2024 - Apr 2024
Blockout – Assassins Creed Odyssey Fan Art [WIP]
I'm currently following along with Thiago Klafke's Environment Art Mastery by the famous
Overwatch 1 and 2 Artist. I got to the block stage and then I switched to an Artstation Challenge
called Project Titan also in Unreal. I'm putting this project aside till 10 weeks from now but I thought
it was worth posting my blockout progress so far.

Medieval: Back and Forth Artstation Challenge -Remote Clinton Township, MI

Environment Artist Apr 2023 - May 2023
The Medieval: Back and Forth Artstation Challenge. I chose the classic Medieval Castle what better
to say Medieval than a castle with some modern technology with a cable car, and a dome like a
soccer stadium and other small improvements. The original Medieval Castle Environment design
by LPS DC.

Gamma Prime Ltd -Remote Clinton Township, MI

3D Environment Artist Jan 2018 - Aug 2018
My work here included creating props and environments working on the game called Cold Comfort,
a post-apocalyptic zombie horror survival game. Created 3D models and textures from concept
art to in-game in Unreal Engine 4. You can play as either a Survivor or Gamma Prime.

Black Sand Studios - Remote Detroit, MI

3D Environment / Level Artist Aug 2014 - July 15
Was responsible for creating a small multiplayer Map with 3D art assets for a prototype level for a game called
"World at War: Operation Somalia." A FPS loosely based on the Project Reality mod. We used 3ds Max and Unreal
Engine 4 to make 3D models of buildings and props.

Retail Experience

Big Boy - Clinton Township, MI

Dish Washer / Bus Boy   Jul 2003-Jul 2004

Busing and clearing tables of food and drinks while washing dishes and helping customers generally. Busing tables
and dish washing as well as other duties including sweeping and mopping the floors.
Enjoying the Big Boy and Veal on my lunch.

Meijer - Shelby Township, MI

Stocker Seasonal- Pet Dept.   Oct 2002-Jul 2003

Stocking selves and helping supply the pet department making sure the fish were well presented and cared for,
helping the customers find their Christmas Items.
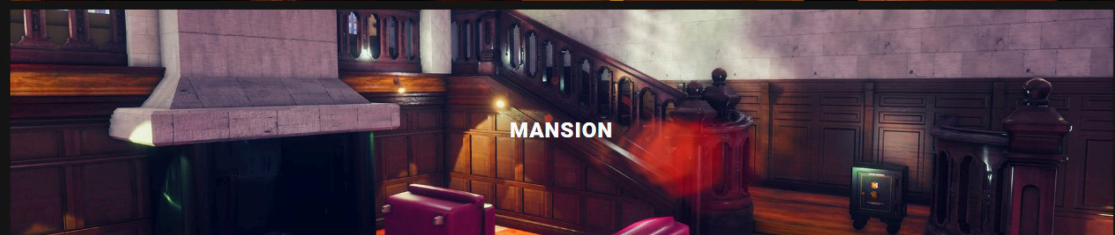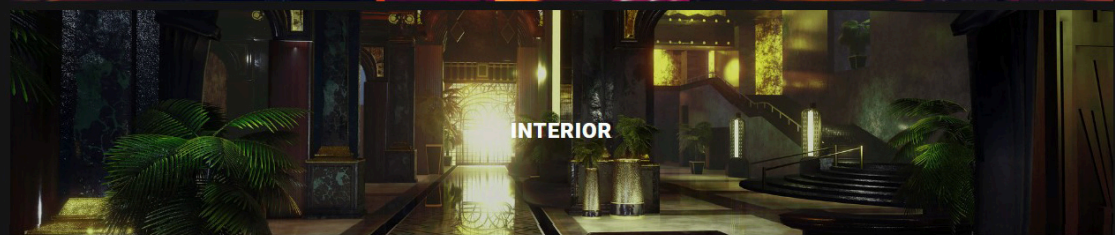
MARKET

WINTER SCENE

TROPICAL RIVER
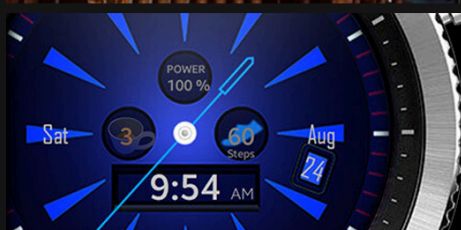
MANSION V2.0

MANSION

INTERIOR

BANK

WHITE ZOMBIE
TONIGHT 9/23 1993
FOX THEATER

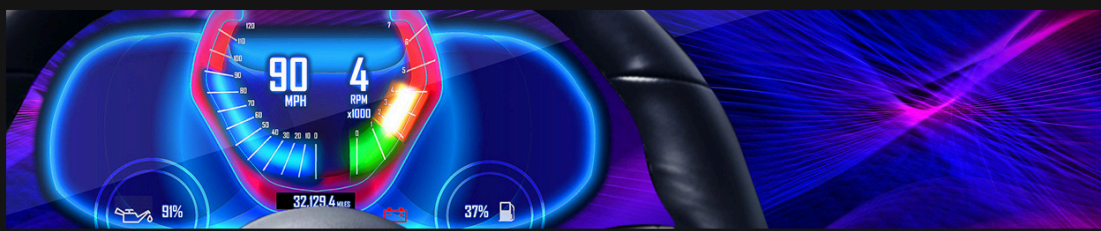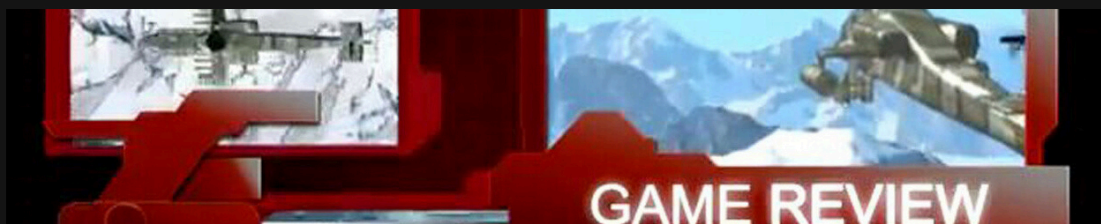MIAMI VILLA

KINGDOM FALL

LOAD GAME
SAVE GAME
SETTINGS
EXIT TO MENU

POWER
100 %

Sat
3

60
Steps

Aug
24

9:54 AM

BLUE

ECLIPSE

DARK

VIETNAM CHOPPER

RED HAZE

GAME REVIEW

SONY

SELECT   START

90
MPH

4
RPM
x1000

91%

32,129.4 MILES

37%

LUXOR
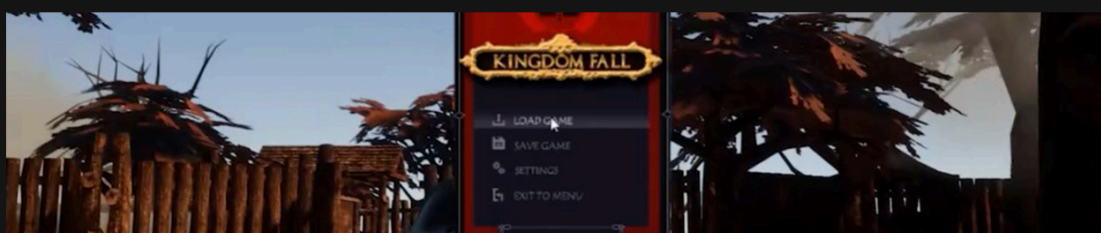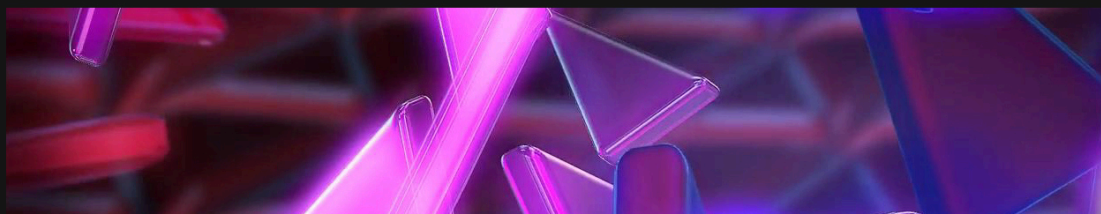
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PRODUCT RENDERS AND PACKAGING AVAILABLE

PRODUCT PACKAGING

THE TCG BROTHERS

STREET DISCIPLE

THE TCG BROTHERS

EXPLORE T SHIRTS

EXPLORE PRODUCT PACKAGING

HEARTS FOR ALL

MADE PROUDLY IN DETROIT.

GRAPHICS ARE MY PASSION

ALBUM COVERS

MAGIC CITY

PARENTAL ADVISORY EXPLICIT CONTENT

PROTAGONIST

FLYING OFF THE HANDLE HANDLE HANDLE

PARENTAL ADVISORY EXPLICIT CONTENT

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Fax: 1.999.555.4210
Address: 4833 Palm Lane
Crystal, FL 06667

1234 5678 9123 456.8
VALID THRU 00/00
CARDHOLDER NAME

VISA

BRAND STYLE GUIDES

Crystal Waters

INDUSTRY LEADING WHOLESALE

6 DEALER SUCCESS

BUSHNELL

DESIGNER FOR HIRE

Collaborations and clients

Frog Invasion Games

PIXLHUT

GDC

SAMSUNG

PLURALSIGHT

altia

LEXUS

KROLL

Education

Post Bachelor Degree Training:

Certificates of Completion From CGMAsteracademy.com

Texturing and Shading for Games - Summer 2018 - 6 Week Class. Instructor: Angel Fernandes
Organic World Building in UE4 - Summer 2018 - 10 Week Class.   Instructor: Anthony Vaccaro
Vegetation & Plants for Games - Summer 2018 - 6 Week Class.   Instructor: Jeremy Huxley
Unreal Engine Modular Environments - Summer 2017 - 10 Week Class. Instructor: Clinton Crumpler

Digital Animation and Game Design
Bachelor of Applied Science From Ferris State University in Grand Rapids, MI - Graduated May 2012

Media and Communication Arts Degrees:
Web Page Design
Associate Applied Science From Macomb Community College in Warren, MI - Graduated December 2011
Digital Art and Animation
Associate Applied Science From Macomb Community College in Warren, MI - Graduated December 2008
Digital Video Production
Associate Applied Science From Macomb Community College in Warren, MI - Graduated December 2008

Certificate of Architectural Technology Architectural Residential Drafting and Design,
Macomb Community College 2006

Diploma from Dakota High School in Chippewa Valley District From Macomb, MI Graduated June 2003

Skills

Experience

3D Art (6 years)

6 years experience in low and highpoly modeling, baking, texturing. Specialized in environment art, buildings, architecture, materials and props.

Video game development (3 years)

Teacher and tutor with Digital Tutors/ Pluralsight
4 Mobile games built from the ground up,
And released to the mobile platform. I love making
Video games at all stages. I have made and shipped
Games by myself and in teams.

Teamleading (2 years)

As teamleader on multiple projects for many
Companies, my roles include Lead VR Artist,
Lead Illustrator, Lead Artist and it was there
Where I expanded and shared my knowledge and
my leadership with the teams I've worked with.

Photoshop Design (15 years)

15 years experience in photoshop since 2006.
My Knowledge of Photoshop started with
Graphic design, but didn't end there. I know game
Assets production, Layout, Painting, After Effects
Compositing, masks, and much more.

Technical 3D Art Production (3 years)

Created HMI's (Human Machine Interface)
for Instrument Clusters, IVI (In-Vehicle Infotainment),
HUD's (head-up displays),GUIs (Graphic User Interface)
& other screens on any hardware. Created eye-
catching graphics with 2D and 3D content for production
on embedded GUIs at Altia for the auto industry.

Mobile Games(4 years)

I founded an indie game company in 2014
called Frog Invasion Games I created 4 mobile
games, doing it all, from the art, to design, to game
play testing and publishing them on Android Games:
"The Casino Vault Robbery", "Bubble Pop HD",
"Vietnam Chopper", and Submerge Underwater"

Strengths

Design Specialties

• Designing of Logos, Graphics Background
• Ability to 3D prototype and add depth with 3D
• Understanding of print sizes for various layout
• Fast turnaround and quality inspection
• Product design
• Post processing production and effect

3D Specialties

• Modeling of hard surface structures, and objects
• Organic sculpts in ZBrush
• Creation of PBR textures and materials
• Understanding of polycount, draw call
• Asset creation process
• Real-time lighting of environments

Game Experience

• Professional Author for Digital Tutors
• 3 Mobile titles with Android, iOS experience
• Experience creating PBR assets
• Experience with Substance Designer / Painter
• Experience with terrain and textures
• VR in Unreal Engine 4

Adobe CC Software Expert

The Adobe Creative Suite
All Major Programs including Illustrator,
Photoshop, InDesign, After Effects, Cinema 4D,
Premiere Pro, Dreamweaver, Lightroom

Illustrator

Expert with pen tool from my work with
Adobe Illustrator in machinery and parts
in the US military vehicles. Instruction manuals
10+ years working withj illustrator in UI/ UX
Layout design and InDesign for books and,
magazines.

UI/ UX Layout

• Page Layout and designer
• UI UX GUI HUD Info-graphics work from Altia
• UI in game Engine in Unreal and Unity
• Ability to adapt in an Agile environment

BLUE ECLIPSE DARK

- 3ds Max
- Maya
- Photoshop
- Illustrator
- After Effects
- ZBrush
- Substance Designer
- Substance Painter
- Quixel Mixer
- Unreal Engine
- Unity 3D
- CryEngine
- Premier Pro
- Marmoset
- Vue

Thank you

Thank you

Thank you very much for your time and your attention!