

Brandon Hall
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www.billa1.com

<https://www.artstation.com/artist/billabong>

Objective

Experienced computer aided artist with 11 years experience in the industry who wishes to create quality work while adding value to the firm.

Professional Outlook

Motivated self-starter interested in constantly learning and improving technical skills. Self-taught 3D artist. Maintains professional expertise by involvement with strong peer network. Works well in team environment and is strong under pressure.

Recognitions

- Featured as the spotlight artist of the month in the April 2007 issue of *3-D Attack: The Cinema 4D magazine*.
- Featured in *3D World Magazine*, issue #78 Exhibition section

Software

- 3Ds Max
- Zbrush
- Vray
- Cinema 4D
- Photoshop
- Illustrator
- UVLayout
- Substance Painter

Work History

Indigo Studios

May 2010 –Present

www.indigostudios.com

660 11th St NW, Atlanta, GA 30318

Specializing in High poly, complex modeling, with some lighting and rendering.

Tekcenture

Dec. 2009 – Feb. 2011 (freelance)

1231 Greenway Dr.

Irving, TX 75038

Modeled the high and low poly's of a wide assortment of mobile phones

DesignMill

Manager: Rodger Willis

Oct. 2008- March 2009(Staff)

1-864-710-9997

Cell : 1-843-810-8718

Lead modeler

In charge of overseeing all models that were made for the Department of Defense.

Buzz 3D

www.buzz3d.com

2008(freelance)

Modeled, lighting, and texturing of Volvo in 3Ds Max

Renderings of 2009 Volvo XC60 to be revealed at the Geneva and Paris Car Show convention

Motorola

<http://direct.motorola.com/hellomoto/motokr/r/experience>

2005-2008(freelance)

Modeled, light and texture in 3Ds max and Cinema 4D

Two to three phones per month (28 to date) for use in television commercial and micro sites

Sketchbook Design Inc.

<http://www.sketchbookinc.com/>

2008(freelance)

Modeled ten Aperion Audio home speakers in Cinema 4D

Lonnie D. Watt and Associates 2008(freelance)
4327 Old Mill Rd. Anderson, South Carolina

Modeled and rendered the Fairfield Church in 3Ds Max

Solid Static, LLC 2008(freelance)
<http://www.solidstatic.com/>

Modeled a Conference room for Adidas in 3Ds Max

Acme Digital 2008(freelance)
<http://www.acmedigital.com/>

Modeled prototype sewage plant in Cinema 4D

Steel Beach 2007-2008(freelance)
<http://www.steelbeach.com/>

Modeled, Unwrapped and textured three military ships

Five Stone Studios 2007-2008(freelance)
<http://fivestonestudios.com/index.php?rightFrame=0>

Modeled, textured and rendered multiple products, including Dell XPS, Dell Blade Servers, and Tide bottles

Mega Movers(The History Channel) 2007(freelance)
<http://www.tylerrabbit.com/>

Modeled, lit, and textured utilizing Cinema 4D
35 structures for the second season of *Mega-Movers* on The History Channel

Advent Product Development 2006-2007(freelance)
<http://www.adventproduct.net/>

Utilized 3Ds Max
Modeled new inventions towards the creation of patent drawings

Cinevative 2006(freelance)
<http://www.cinevative.com/>

Modeled, lit, and textured utilizing Cinema 4D
Projects included Eastwood Mall, La Mirada Water Park, and Times Square

Move Snaps

2005(freelance)

<http://www.movie-snaps.com/>

Created prop-artistry for small production company, for an upcoming animation film.

Education

Johnson and Wales Culinary School

Associates Degree in Culinary Arts

- Internship in Providence, Rhode Island

1997

Charleston, South Carolina