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RANDY BROKMAN

Skill Summary:

- Maya/3D Studio Max – Modeling, Texturing, Animation, Rigging, Lighting, Rendering
- Unreal Editor – Create Unreal Levels, Import Custom Characters and Vehicles
- Adobe Photoshop, After Effects, Premiere
- Solid Written/Verbal Communication; Project/Team Leadership

3D Animation Experience:

Production Artist

1/09-present

Company and Game TBA

(freelance)

- Designed, modeled and textured assets for game.
- Collaborated with other artists on look and design of game.
- Collaborated with team members on game design.

Mad Doc Software

4/07-8/07

Production Artist – Empire Earth III

(contract position)

- Created and rigged level of detail models for vehicle and character units.
- Created unit icons for UI.
- Exported game assets into Gamebryo engine.
- Modeled and UV mapped banner flags for UI.

Turbine Inc.

11/06-2/07

Technical Artist - Lord of the Rings Online

(contract position)

- Created level of detail models for game assets.
- Skinned character and monster degrades from pre-existing rigs.
- Integrated game assets, models and textures into game data tree.
- Created and modified physics objects.
- Responded to and corrected bugs reported by QA department.

Game Art and Design Practicum - CDIA

9/06

Environment Lead - Unreal Tournament 2004 Wild West mod

- Created and managed level, built terrain, and managed assets built by team.

3D Animation Practicum - CDIA

5/06

Animator - Children's Hospital of Boston digital media project

- Completed over one minute of animation for a 3D animated “storybook” video about cancer to educate Children's Hospital patients and their families.

Education:

Game Art and Design Certificate

6/06-9/06

The Center for Digital Imaging Arts at Boston University (CDIA), Waltham MA

3D Animation Certificate

9/05-5/06

The Center for Digital Imaging Arts at Boston University (CDIA), Waltham MA

Other Experience:

New York Life Insurance Company

1/01-8/05

Networking/Technical Support Technician

- Served as the initial point of contact for resolution of desktop/workgroup-related problems in a 250-user environment. Researched, diagnosed, and resolved technical issues.
- Responded to trouble tickets, prioritizing user requests, and resolve complex issues.
- Successfully resolved hundreds of issues monthly with out requiring escalation to a higher tier.