

# BRIAN McNETT

119 Chapel St

LINCOLN, RI, 02865

(801) 652-9099 | [mcnett@gmail.com](mailto:mcnett@gmail.com)

Portfolio: [www.brianmcnett.com](http://www.brianmcnett.com)

**Objective: To create stunning visuals for immersive games.**

## SOFTWARE & SKILLS

Software: Maya, 3DS Max, Photoshop, ZBrush, SpeedTree, Cross Platform Development, Unreal, Unity, CrazyBump, XNormal, and Node Based Shader Networks.

Skills: conceptualizing, modeling, texturing, FX, complex materials/shaders, custom lighting, and populating low polygon 3D environments for the PC and consoles.

Knowledgeable in the principles of design and the creative process, illustration, fine art, and graphic design.

## WORK EXPERIENCE

June 2012-Present **Narrative Scene Artist** Irrational Games

Implement, script, and debug complicated narrative driven scenes. Implement animation, environment design, model, texture, scene/character lighting and FX creation/polish. Audit performance and make revisions to ensure that the scenes remain within the technical limitations of the targeted hardware systems

July 2011-May 2012 **Environment Artist** 38 Studios

Model and texture stylistic fantasy environment props and vegetation. Responsible for taking zones from white box to polish. Set dressing, terrain sculpting/painting, texture painting, material/shader generation, FX, atmospherics and lighting. Audit performance to ensure that environments stay within the targeted technical limitations

Jun 2010-Jun 2011 **Environment Artist** DIS (Avalanche Software)

Model and texture low polygon environments and props for use in the Cars 2 game. Take ownership of environments from block out to a shipping product. Read, interpret, and apply visual style guides to achieve consistency of technical and aesthetic aspects, both within the studio and with the original movie source material.

Jun 2006-Jul 2011 **3D Artist/World Builder** L-3 Communications

Create and animate low polygon environments, vehicles, pedestrians and props for use in driving simulation for police, trucking, emergency, mining and military customers.

Jan 2000-Jan 2005 **Shop Supervisor/Flight Engineer** U.S. Marine Corps

Supervised and managed activities of junior employees. Troubleshot problems in high pressure environments with critical time constraints

## CREDITED TITLES

**Bioshock Infinite: Burial At Sea Part I & II** (Irrational Games, Nov 2013 & Mar 2014)

**Bioshock Infinite: A Clash in the Clouds** (Irrational Games, Jul 2013)

**Bioshock Infinite** (Irrational Games, Mar 2013)

**Cars 2** (Disney Interactive Studios/Avalanche Software, Jun 2011)

## EDUCATION

**Salt Lake Community College**

Associates of Applied Science Degree in Visual Art and Design (With Honors)

Associates of Science Degree in General Studies (With Honors)