

BRENDAN MCDERMOTT

COMPUTER GAME DESIGN | 3D ART

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PORTFOLIO

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EDUCATION

Bachelor of Fine Arts in

Computer Game Design, 3.61 GPA

George Mason University, May 2022

- Major in Computer Game Design
- Concentration in 3D Environmental Art and 3D Props
- Dean's List

CORE COMPETENCIES

- Leadership
- Strategic Planning
- Production Pipeline
- Time Management
- Presentation Skills

TECHNICAL SKILLS

- Autodesk 3D Studio Max, Autodesk Maya, Substance Painter, Unity3D, Unreal Engine
- Adobe Programs (Premier, After Effects, Photoshop)
- Microsoft Programs (Word, Excel, and PowerPoints)
- Google Programs (Drive, Sheets, Docs, Slides)
- Source Control (Sourcetree, GitHub)

QUALIFICATIONS PROFILE

Computer Game Design student at George Mason University with a focus on 3D modeling and subsequent technical art. Armed with exceptional project time management, collaboration skills in a team setting, and experience within the computer game design field. Adaptive and quick learner who has completed multiple assigned projects that go above and beyond expectation. Passionate about the field and expanding upon skills with further experience and dedication.

RELEVANT EXPERIENCE

ROCKY BRANDS INCORPORATED - FOOTWEAR MANUFACTURING COMPANY

3D Modeling/Animation Intern: Jan 2022–Present

- Responsible for creating a 3D animated rendering of company products for consumer use.
- Collaborate with upper management to ensure the model, textures, and animation meets all of their desired requirements.
- Create additional effects such as natural elements showcasing their products versatility.

KARDBOARD KRUSADERS | SENIOR GAME DESIGN CAPSTONE — GEORGE MASON UNIVERSITY

3D Environmental and Prop Art Lead: Aug 2021–Present

- Presentation lead to explain and showcase the progress of our game to an audience including teachers and students.
- Responsible for the creation and organization of a list detailing all 3D environmental and prop assets necessary to complete the game.
- Ensure standardized aesthetics across all props and environmental pieces.
- Partner with Concept Artists to model, UV, rig, animate and texture 3D game assets including props and environments.
- Assist with developing and implementing assets in a live game environment.

GEORGE MASON: A DECLARATION OF RITES | ADV. GAME DESIGN STUDIO — GEORGE MASON UNIVERSITY

3D Environmental and Prop Art Team Member: Aug 2021–Dec 2021

- Create designs and models based on the specifications provided.
- Act as a support for the team in asset creation.
- Partner with Concept and VFX Artists to model, UV, rig and texture 3D game assets including props and environments.
- Collaborate with team members across other disciplines (e.g. programming) to make necessary adjustments to the production pipeline and art assets.

THE HAUNTING OF HARRISON HALL | GAME DESIGN STUDIO — GEORGE MASON UNIVERSITY

3D Character and Prop Art Team Member: Aug 2020–Dec 2020

- Assembled the 3D space inside of Unity.
- Ensured that models were low-poly to match aesthetic and ensure the game ran optimally.
- Partnered with Concept Artists to model, UV, rig, animate and texture 3D game assets including props and characters.
- Created 3D character animations for the assigned character.

WORK HISTORY

TARGET — FAIRFAX, VA

General Merchandiser: May 2018–Nov 2019

- Supervised and trained 5 new staff members in all expectations and responsibilities required for general merchandisers.
- Implemented revised sales plans and reset zones to incorporate new merchandise.
- Maintained the cleanliness of the sales floor and ensured organization, neatness, and fully-stocked shelves, helping to drive consistent sales with professional presentation.