

BRENTON R. HESSE

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EDUCATION	Gnomon School of Visual Effects • Hollywood, CA Certificate in Digital Production for Entertainment	7/2013
	The Art Institute of Washington • Arlington, VA Bachelor of Fine Arts degree in Media Arts and Animation	3/2007
SKILLS	Proficiency in: Maya, Zbrush, Photoshop, Unreal 4 Knowledge of: 3D Studio Max, Unity, Nuke	
WORK EXPERIENCE	The Odd Gentlemen • Pasadena, CA <i>3D Artist</i> <ul style="list-style-type: none">• Client: Activision• Project: King's Quest 2015• Modeled environmental, prop, and character assets• Environment Layout and Lighting• Implemented and polished faceFX driven lip-syncing	2/2014 - Present
	Gentle Giant Studios • Burbank, CA <i>3D Modeler/Sculptor</i> <ul style="list-style-type: none">• Modeled hard surface elements for printing• Refurbished scan data• Uv'd and textured characters for animation	10/2013 - 12/2013
	Shipping + Handling • Cupertino, CA <i>Freelancing 3D Artist</i> <ul style="list-style-type: none">• Client: Apple• Project: Iphone 5c Commercial- "Greetings"• Modeled, shaded, and lit assets to render for Commercial work• Edited HDRIs for light and reflection use	8/2013 - 9/2013
	Halon Entertainment • Santa Monica, CA <i>Intern Modeler/Texture Artist</i> <ul style="list-style-type: none">• Modeled and textured assets for PreVis projects	4/2013 - 6/2013
	Gnomon Studios • Hollywood, CA <i>3D Modeler/Texture Artist</i> <ul style="list-style-type: none">• Modeled and textured support props as well as Hero assets for a live action short	
	Stelor Productions • Gaithersburg, MD <i>Animator/Illustrator</i> <ul style="list-style-type: none">• Created a more engaging and fun interface, including the navigation bar for a virtual website• Planned out and created the graphics for educational and fun mini-games• Drew and animated interactive 2d exploratory rooms• Developed over 25 character designs including background information	9/2007 - 10/2008
	ASSOCIATIONS	AMC • Siggraph Member