

Brent LaDue

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Environment Artist | 71 Cobbler Lane
Schaumburg, IL 60173
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Objective

To obtain a job in the game industry where I can be a part of a focused and energetic team of individuals while further expanding my artistic skills and creativity.

Education

Bachelor of Fine Arts in Game Art & Design
The Illinois Institute of Art – Schaumburg
Graduated with Honors, December 2007

Technical Skills

| | | |
|------------------------|---------------|-------------------|
| Autodesk 3D Studio Max | Autodesk Maya | Adobe Photoshop |
| Pixologic ZBrush | UnrealEd | Normal Mapping |
| Adobe AfterEffects | Sony Acid Pro | Adobe Illustrator |

Traditional Skills

Drawing Photography Typing

Affiliations

International Game Developers Association

Work Experience

Red Eye Studio

Contract Environment Artist

Hoffman Estates, IL

February 2008 - Present

- 3D modeled modular environments for unannounced project
- Modeled and textured props to populate the environments
- Utilized problem solving skills when difficulties arose

GarageGames

Art Intern

Eugene, OR

April 2007 - July 2007

- 3D modeled and textured objects for in game decoration
- Drew concept art for new unannounced upcoming title

AfterShock Mod

Project Lead - Unreal 2004 Modification

Schaumburg, IL

October 2007 - December 2007

- Developed Time Management spreadsheets to keep the project on track
- Utilized Unreal Editor to build the world, import the characters, weapons, and props to function in the game
- Modeled, textured, and animated all the weapons (from concept to full model), as well as some props, event and AI scripting