

# Brian May

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## Profile

- Technical Environment Artist at 343 Industries
- Independent game developer
- Art pipeline support experience
- Teaching Experience

## Skills

- Pipeline support
  - Unreal Engine 4
  - MEL and Python in Maya
  - 3D Modeling (Maya)
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## Work Experience

### Technical Environment Artist

October 2013 – Present

343 Industries, Microsoft, Redmond, WA

- Provide support for internal tools and Maya
- Lead performance and optimization initiatives for the environment art team
- Write scripts and tools to help artists optimize their workflow in Maya
- Educate artists on how to best use our internal tools to optimize their workflow
- Work closely with a wide variety of teams in a highly collaborative atmosphere

### Lecturer

September 2011 – July 2013

Rochester Institute of Technology, Rochester, NY

- Focused on teaching art for games for both graduate and undergraduate classes
  - Rewrote intro 3D class to focus on games and analyzing model, texture, and animation optimizations for use in real-time engines
  - Wrote a new seminar on advanced 3D for games that builds off the intro course. This new class includes high polygon modeling, sculpting, retopo, and normal map extraction
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## Independent Projects

### Slothin Around

- Independent game being developed in Unreal Engine 4
- Leading a small group of developers to build a physics-based action adventure game
- Gameplay revolves around a rolling sloth climbing on walls, picking up objects and throwing them around
- Responsible for gameplay implementation, design, physics integration, and performance
- Actively seeking out and implementing new techniques and tools that can speed up our artists' work and make our game look the best it possibly can

### Unreleased Title

#### 3D Robot Building Game

- Independent game developed in Unity
  - Worked with tech and art teams to optimize workflow and pipeline
  - Responsible for optimizing 3D Assets for use in Unity, including cleaning, converting, and ensuring consistency of artwork within the game's style
  - Created 3D Artwork for the game's machinery, robotics, scenery and characters
  - Utilized a workflow that includes Quixel's dDo to generate texture bases
  - Responsible for prototyping design elements
  - Developed surface shaders to enhance the visual quality of the game
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## Education

### Rochester Institute of Technology

Master's of Science in Game Design and Development – 2011

- Independent study in this program lead to becoming a poster presenter at ACM SIGGRAPH 2011 for a paper titled "Design Goal-Oriented Level Design"

Bachelor's of Science in Information Technology – 2008