**BRIAN E. BIRNBAUM**

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## PROFILE

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Looking for an employer who values skills in the employees they hire. Experienced in 3DS MAX or Softimage XSI for 3D work and Photoshop for texture work, I am seeking a position to expand on skills and abilities that could lead to a career in 3-D modeling, and CG infrastructures. I am self-taught, preferring to research and plan my work thoroughly while developing a concept, and take initiative where ever needed to complete the task.

## SKILLS/EXPERIENCE:

* Create hard surface objects in 3DS Max, Softimage, ZBrush and Photoshop
* Proficiency with 3D level creation & packaging
* Ability to create and ship designs and game levels
* Knowledge of component system design, deferred rendering/shading, GUI creation and input handling
* Experience lighting environments with an understanding of realism and game play implications
* Basic understanding of game scripting
* Learning C++, opengl and glsl shader's.

**OTHER RELEVANT SKILLS:**

* Proficient mechanical diagnosis and repair of defective computer hardware
* Proficient database/hard drive restoration and back up
* Proficient with all virus and malware software
* Meets or exceeds project deadline expectations
* Performs well under pressure
* Terrific people skill

**WORK HISTORY**

I have maintained various employment since high school, In the retail and service industry.

I've chosen not to include my work history as it is not relevant to the occupation I am seeking. If you are interested I would be happy to discuss this at any time.

**Achievements**

* Won first place in gamebanana contest: Dangerous cargo.
* Won first place in gamebanana contest: Useful props and prefabs contest.
* Placed 5th in New world interactive's contest for insurgency: additional I was contacted for the purchase of the Multiplayer level Kandagal to become an official part of the game.