

## **Brent A. Pedersen**

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### **SKILLS**

- Samples & Portfolio at: <http://www.bap3d.com>
- Software proficiency in 3D Studio Max, Maya, zBrush & Mudbox
- Engine experience in Unreal III, UDK, and G.E.C.K.
- 10+ years of experience Adobe Creative Suite products

### **EXPERIENCE**

#### **QUESPECK STUDIOS** (*Student/Indie Development Team*)

##### **Lead Character Modeler, Dec. 2009-Current**

At queSPECK we are creating a standalone 3<sup>rd</sup> person strategy/shooter using the newly released UDK engine. Personal responsibilities include modeling creatures and characters as well as the supervision of a team of artists. Close communication will be maintained between the Rigging, Animation and Technical teams to ensure a fluid pipeline.

#### **THE ATOMIC CAFÉ** (*Fallout 3: Ashes – Fallout 3 Mod*)

##### **Technical Director, Dec. 2009-Dec. 2010**

Provide in-depth knowledge of the Fallout 3 G.E.C.K. engine to all team members. Duties include identifying workarounds and pipelines for necessary aspects of the mod's development. Solutions provided for static mesh importing, weapons importing, custom projectile creation, and armor customization. Additional support provided in relation to animation, texturing, world building and general use of the G.E.C.K engine.

#### **SKATE SEASON DISTRIBUTION**

##### **Art Production & Industrial Design, 2003-2008**

Oversee product design, production and delivery. Develop web-sites, catalog and custom OEM marketing materials for use in attracting new clientele. Create and ready artwork for advertisement and print production. Work with clients to create custom products fitting their aesthetic and technical needs. Work with overseas production facilities to ensure clear communication of product expectations and production.

#### **SBC GLOBAL**

##### **Web Designer, Contracted 2003-04**

Develop customer small business web-sites using proprietary software while utilizing extensive knowledge of coding techniques. High priority placed on rapid deployment while maintaining customer satisfaction.

#### **AIG VALIC** (*Formerly American General Financial Group/VALIC*)

##### **Marketing Coordinator, 2000-2003**

Coordinate regional marketing projects for nearly 300 financial advisors. Work with Home Office in the development of region and group specific flyers and presentations. Develop year-round marketing plan, including the creation and distribution of annual newsletters to over 200,000 clients. Duties utilize extensive use of Adobe Illustrator & Photoshop, Flash, Frontpage, Quark Xpress and Microsoft Office.

### **EDUCATION**

**Art Institute of California – Orange County (Dec. 2010)**

B.S., Game Art & Design.

**University of California at Davis (1996)**

B.S., Physical Anthropology.

### **AWARDS**

- **Honors List: Art Institute of California** - Summer 2009
- **Precision Prototyping Award** - Principles of Game Design
- **“Alan Emrich” Award Cum Laude** - Principles of Game Design
- **Style, Substance & Presentation Award** - Conceptual Storytelling
- **2002 MAME Winner (themameawards.com)** - Cat. 40: Best Website for a Builder/Community