Brittany Hoyle
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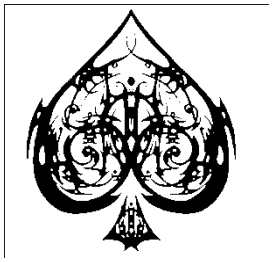

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OBJECTIVE

To obtain a position in the Game Art and Design field that utilizes my skills as a 2D Artist to produce high quality work.

PROJECTS

Modus Operandi - A playable level of a semi-futuristic 3D murder mystery game focused on problem solving and exploration. Responsible for working as a concept artist, specializing in props and miscellaneous graphics, on a team of 50 people over 20 weeks.

RELEVANT SKILL SETS

-Illustrating for concept and promotional art
-Developing concept art for characters, props, environments, and creatures
-Creating cinematic storyboards for game development
-Texturing game models in various styles such as hand painted, realistic and anywhere in between
-Digital sculpting for game models and 3D prints
-Creating well designed game interfaces
-Designing quality graphics for websites

PROGRAMS

-Proficient in Adobe Photoshop CS5
-Experienced in Pixologic ZBrush 4R4
-Experienced at Autodesk 3D Studio Max
-Knowledgeable with Adobe Premiere Pro CS5
-Familiar with HTML, CSS, and Javascript

EDUCATION

The Art Institute of Pittsburgh (3.7 GPA)
Bachelors of Science Game Art and Design December 2012