

# Robert Brown

Freelance character specialist and visual designer

robertakbrown@gmail.com

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## Summary

Solid problem solving skills in difficult situations.

Open-minded to new tasks and procedures.

Attentive towards details and multiple responsibilities.

Self Motivated Apply effective multitasking to reach desired outcomes.

Quickly Adapt to changes in workflow.

## Specialties

Digital modeling using both Maya-2012 and Zbrush 4 Texturing within Maya, Photoshop, and Zbrush 4,  
Traditional and Digital Drawing and Painting Skills Story boarding  
Character production and Conceptual Development.  
3D Animation using Maya Simple Character Rigging and Skinning Animation using Traditional Media  
Rotoscoping.

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## Experience

### **Associate Course Director for Animation and Preproduction ( ANP) at Full Sail University**

February 2011 - Present (1 year 4 months)

*1 recommendation available upon request*

### **Freelance Character Artist at Tower 22**

December 2010 - Present (1 year 6 months)

I am an on going character development and production artist for the Tower 22 survival horror PC game currently in production. My responsibilities include everything from character pipe line development to conceptual proofing and ideation.

### **Contract illustrator at Jagonaut, Publisher of OjO Games**

March 2012 - April 2012 (2 months)

I created unique interiors, and characters designs for a soon to be released browser biased game.

### **Freelance character artist at RedcellGaming**

February 2012 - March 2012 (2 months)

created high and mid rez character modeling and texturing and rigging

[.http://cghub.com/files/Image/213001-214000/213269/296\\_max.jpg](http://cghub.com/files/Image/213001-214000/213269/296_max.jpg)

*1 recommendation available upon request*

### **Freelance Character Artist at WF Revolution**

July 2010 - March 2011 (9 months)

Created high res and game res character modeling, textures, and rigging for indie development company on the WF Revolution ( weapons factory revolution) game title.

### **Freelance Character and production Artist, with Exis Interactive at Exis**

September 2010 - January 2011 (5 months)

Freelance production artist, with <http://www.ExisInteractive.com> Working on various AAA game content. I created high res character models for Day1 studios while contracted with Exis on the F.E.A.R 3 title for the PC, playstation, and Xbox 360

### **character artist at Exis**

April 2010 - January 2011 (10 months)

Exis Interactive, Client: Day1Studios on F.E.A.R. 3

As well as assisting with general marketing and art direction.

*1 recommendation available upon request*

### **Contracted Artist at Liquid Development and ExisInteractive,associate Instructor of Character Design at Full Sail Real World Education**

April 2008 - September 2010 (2 years 6 months)

Teaching the students the fundamentals of proper edge flow for organic modeling while melding every principle around the foundations of human anatomy.I also freelance as a contract production artist and have recently partnered with the Liquid development.

<http://www.liquiddevelopment.com/>

*2 recommendations available upon request*

### **Featured Artist at PixelArts Magazine**

October 2009 - December 2009 (3 months)

Created tutorials and showcased work for the online arts magazine; FEB 10th 2010 ISSUE, 18th publication.

### **Freelance Character Artist at <http://www.toro-tv.com>**

March 2008 - May 2008 (3 months)

Created High Resolution Concept Character Logo for Promotional campaign

### **Character Modeler at EA Tiburon**

May 2006 - March 2008 (1 year 11 months)

Texturing, Modeling, Sculpting and Resurfacing Digital Scan Data NFL Tour and NFL Head Coach

Updated production pipeline with new texture maps. Created visual targets and concept work for NFL Tour and Street 3 for PSP

*1 recommendation available upon request*

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## Skills & Expertise

**Zbrush**

**Texturing**

**Character**

**Character Design**

**Storyboarding**

**Drawing**

**Digital Sculpting**

**Low Poly Modeling**

**Maya**

**Game Art**

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## Education

**Cleveland Institute of Art**

Bachelors degree in Technology and integrated Media and Environments, with a focus on 3D modeling, T.I.M.E, 2001 - 2007

*4 recommendations available upon request*

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## 10 people have recommended Robert

"Robert is a smart and talented artist, whom I have the pleasure to work with and be on my team. While teaching with me he has shown great skills in leadership, art direction, critiques, curriculum development, and working with students to assist in the transition into working professionals. Robert has a great eye for detail and has proven his artistic skills to be some of the best that I have seen in my career. Whether it is digital illustrations or 3D art he has always delivered exceptional work! He has a dedication to his craft that is always evolving and growing to a different level of professional grade work constantly. I highly recommend Robert to any studio or business not only for his artistic ability but also for his humble, intelligent, driven and kind personality. He is easy to work with and great person to be around."

— **Matt D. Smith**, *Course Director, Full Sail University*, managed Robert at Full Sail University

"Robert is one of the most talented modelers I had the pleasure working with. He worked shortly as freelance character artist and managed to turn a beautiful concept into an perfect model. Even though I only worked with Robert for a short period I'm more then happy to work with him again in the future."

— **Arjen Meijer**, *Owner, RedCell*, worked directly with Robert at RedcellGaming

"Robert is that rare kind of artist who can not only self manage, but has the ability to organize others as well. He communicates exceedingly well, and uses his ability to build an atmosphere of confidence for other employees. He's shown he has the right stuff, and would be an asset to any organization. I enjoyed working with Robert, and look forward to doing so again."

— **Peter Kojesta**, *Founder, Exis Inc*, managed Robert at Exis

"Ha! Robert has been an inspiration to me, my work and the people around him. He is a huge lover of sushi and you should ask him about the wasabi incident. I love working with this guy he brings so much to the table!"

— **Eric Askue**, *studio Artist, Full Sail Real World Education (Educational Institution; 201-500 employees)*, worked directly with Robert at Full Sail Real World Education

"Robert and I were both students at the Cleveland Institute of Art, I was in my Junior year and Robert was just getting started in the five year program. Robert came by one day asking for some info on Maya and if I could help him get access to the software. I pointed him to the open lab in another building and the Maya tutorials, thinking at the time I might never see him again. Six months later Robert returned with work that

was better than most of the other students in our courses and he had taught himself using the tutorials and any free time he had in that lab. Almost 8 years later and Robert has always proven to be a highly talented artist who is self motivated to excel at whatever discipline he takes on. His Drawing skills are top notch and his high poly character sculpts are on par with AAA industry standards. Robert's work speaks for itself."

— **Tim Elek**, *Student, Cleveland Institute of Art*, worked directly with Robert at Full Sail Real World Education

"Robert's artistic vision is unique and fantastic. I have worked with him not only at EA Tiburon, but also on several side projects. He is incredibly easy to work with, promptly provides awesome results and has a real passion for his craft. Anyone that hires Robert can expect all of the above in addition to his ever expanding knowledge of art and imagination. They're also going to hire a great guy that will not only be a colleague, but sure to be a friend. I am looking forward to the day I can work with Robert again."

— **Trey Davenport**, *Central Animation Producer, Gearbox Software*, worked with Robert at EA Tiburon

"Throughout my endeavors at the Cleveland Institute of Art, I have crossed paths with Robert Brown on many occasions. Even though we have pursued different career paths, the two of us share a common bond... We both use 3D. When I began learning to navigate through Maya, Robert had been more than willing to help me find my way through the overwhelming program with ease. I can honestly say that, without Robert's help, I would not be able to do what I can today. Robert has always been clear in his direction, and he is and extremely talented as both a 2D draftsman and a 3D expert. He's a self-taught genius who's eye for detail and strong, thoughtful opinions I regard highly."

— **Aaron Kantor**, *Student, Cleveland Institute of Art*, studied with Robert at Cleveland Institute of Art

"I was honored when I was able to collaborate with Robert on projects within CIA. Whenever he had an idea in his mind, he would immediately open his sketchbook and start sketching. A few days later I would see those animations and characters come alive on screen through the video games he would create and the cartoons he made. He is a passionate artist who puts his heart and soul into everything he does."

— **Shanthi Vuppala**, *Student, Cleveland Institute of Art*, studied with Robert at Cleveland Institute of Art

"Robert was a student of mine in TIME, focused on animation and 3D modelling. Robert was always a focused student and very engaged. He knew what he wanted to do after school and therefore he advanced in his field of interest very fast."

— **Jurgen Faust**, *Prof. Chair, Dean of Integrated Media at Cleveland Institute of Art, Cleveland Institute of Art*, taught Robert at Cleveland Institute of Art

"I had the pleasuring of working with Robert on his BFA project during his senior year at the Cleveland Institute of Art. Robert worked tirelessly to create his short film which combined a number of practical and cg effects in complex compositions. Robert's excellent planning was instrumental in combining the live action footage with the backgrounds and tracking the cg elements to the footage. Robert's BFA exhibit was also very

well produced by showcasing his short film and the artwork that encompassed the back story that enhanced to the film's character development."

— **Gregory Wilson**, *Creative Pro, wilgory*, advised Robert at Cleveland Institute of Art

[Contact Robert on LinkedIn](#)