

# Brynn Hooper

Technical Artist

Burlington, VT | <https://www.brynnhooper.com/>

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## EDUCATION

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**Champlain College** | Burlington, VT

*Bachelor of Science Degree in Game Art*

**Relevant Coursework:** Game History; 3D Modeling II; Game Environments; Procedural Modeling; Technical Art; Advanced Seminar; Game Studio III

## TOOLS & SKILLS

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- **Houdini** - Procedural Modeling, Houdini Engine Tools
- **Unreal Engine 4 & 5** - Blueprints, Shaders
- **Adobe Suite** - Photoshop, Painter, Designer
- **Autodesk Maya** - 3D Modeling, Python Tools
- **Python**

## GAME PROJECTS

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**RagBrawl** | Team Size: 13 | *Tech/Pipeline Artist / Product Owner* August 2022 - May 2023

- RagBrawl is a competitive party game which made it through as one of the 8 out of 16 games selected to continue through a competitive greenlight process.
- Acted as the team's tech artist and product owner developing tools and integrating a pipeline to help with the creation of 3D levels and systems in Unreal Engine and Houdini as well as establishing and upholding effective communication strategies between team members and driving the direction of the game.

**Dead Pedal** | Team Size: 14 | *Tech/Pipeline Artist* August 2022 - May 2023

- Dead Pedal is an action driving game which made it through as one of the 8 out of 16 games selected to continue through a competitive greenlight process.
- Contributed as a tech artist developing a terrain material and pipeline, maintaining efficiency for artists in terrain creation.

**SNIPERPUNK** | Team Size: 11 | *Tech/Pipeline Artist* May 2021 - January 2023

- 1v1 character-based top-down isometric arena shooter.
- Developed a pipeline for easy modular level creation and customization.
- Demo reached 31,000 downloads on Steam.

**Falling Between** | Team Size: 2 | *Environment/Tech Artist* July 2020 - August 2020

- Horror game released on Itch.io created in Unreal Engine.
- Reached 2,000 downloads and 200,000+ views on Youtube

**Cash Force** | Team Size: 17 | *Environment/Tech Artist* February 2020 - June 2020

- Action Arcade VR Shooter where the player assumes the role of a cop gone rogue fleeing the scene of a heist in an armored van.
- Worked with Fellow Humans modeling buildings to work with a procedural generated city landscape in Unreal Engine.