

Brandon Edward John Duffield

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Game Prop and Environment Artist

A committed and passionate 3D Environment Artist specializing in creating realistic and stylized environments for video games. Skilled in the development of high-quality assets with high-quality textures that are optimized for game engines such as Unreal Engine 5 or Unity. I focus on visual storytelling to reflect the theme and story of the immersive world I'm trying to build upon. I aim for a high level of composition, lighting, and detail to create 3D Environments. I am a quick learner who values teamwork and constructive feedback as I am eager to grow as an artist and to join projects in the gaming industry.

Experience

I currently don't have any professional industry experience however I do have experience working on projects at the University of Derby and I am working on getting a degree in 3D modelling and Animation. During my time at the university, I have gained many useful skills that will be useful in the industry, skills such as 3D modelling, UV mapping, baking, texturing, and workflows such as grey boxing, creating modular assets, and PBR workflows. I have been 3D modelling and texturing for roughly three years.

I have also developed a lot of confidence in my communication skills and have learned a lot about teamwork to create and finalize a project by a deadline. While at the University of Derby, we got a chance to work with a company named Curve Digital, we worked in groups of eight to produce an advert for a car of our choice, my role for this project was prop modelling, animation and doing a camera sequencer.

Skills

- Proficient in 3D modelling in Maya and Blender
- Making textures and materials in Substance Painter
- Skilled in Unreal Engine 5
- Artistic and technical, will look out for composition, lighting, and storytelling
- Collaboration and Communication: I have experience in working with a team and like getting feedback to improve my work
- Problem-solving either independently or working within a team to fix issues and speed up workflow
- Working well with people with different expertise and collaborating in creating a final product

- Time management is something I learned from working in the mechanics industry and studying at university.
- I can adapt quickly and like to learn and apply new techniques, this includes tools and workflows

Work Experience

Before University I took a gap year to work as a production operative at Trimax Mowing Systems from October 2021 to August 2022. I was employed as a temporary staff as they knew I would be attending university. I was able to learn and adapt to a new workload as I never touched mechanical work before however I was constantly getting up to speed and learning a lot of new information for the role, carrying my workload, prioritizing tasks, being able to put quality work and having excellent teamwork skills. I learned a lot from this job, things that I could highlight would be managing my workload independently, communicating with the team to keep workflow steady, and learning things outside my comfort zone.

Education

Northampton College

Diploma in Creative Media Production & Technology – Grade: Merit – September 2020 – August 2021

Extended Diploma in Creative Media Production & Technology - Grade: Distinction- September 2021 – August 2022

University of Derby

BA 3D Computer Games Modelling and Animation – September 2022 – Ongoing