

Brett Wayne Schmidt
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Skill Sets

Animation

- Quality assurance testing for internal Sims animation tools
- Experienced in animation porting and production pipelines
- Bi-pedal IK/FK animation
- Game animation techniques for animation looping/branching

Management

- Distribution of tasks between outsourced and onsite testing teams
- Contributions to QA and development training documentation
- QA new hire training lecturing
- Interviewing for potential new hires

Organization

- Experience in Agile game production method
- Report writing and documenting
- Wiki page creation and maintenance

Work Experience

Electronic Arts: Sr. QA Tester (2006 – Present)

- Animation porting for SimAnimals Africa Wii and an internal game concept
- Concept 3D art creation
- QA Lead for onsite and outsourced game testing teams
- New hire training

Mechanical Motion: 3D Modeler (2005 – 2006)

- 3D modeling and texturing for invention ideas
- High level of accuracy required from supplied concept art

Marching Band DVD Production (2005)

- Video production for multi-camera angle DVD
- 2D art creation for cover and menus
- Color correction and audio/video enhancements

Software

- 3D Studio Max
- Maya
- Photoshop
- DevTrack
- DevTest
- Microsoft Office

Education

Animation Mentor (2008 – Present)

Eastern Washington University; Cheney, WA (2005)

Bachelor of Arts in Multimedia Programming

Minor in Music

References

Available upon request