

Brett Wayne Schmidt

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Education

Eastern Washington University; Cheney, WA
Graduated March 2005
Bachelor of Arts in Multimedia Programming
Music Minor

Work Experience

Mechanical Motion: 3D Technical Modeler

- Worked March 2005 to present (currently employed)
- Modeling of invention ideas in **3D Studio Max**
- Accurate 3D models created from 2D drawings to be reviewed for production possibilities

Advanced Method: 3D Artist

- Worked during November 2005 (contract work)
- Creation of game show set models to be used as backdrops for live actors
- All modeling completed in **3D Studio Max** and texture creation using **Photoshop**

King Maker Game Mod: Lead 3D Modeler

- Worked November 2005 to present
- Game mod based off of Half Life 2
- Modeling weapons and other props as needed in 3D Studio Max
- Texturing my own work along with models others have created using **Photoshop**

Central Valley High School: DVD Production Artist

- Worked May 2005 (contract work)
- Fundraising DVD for marching band
- Features multi camera angle technology
- **Combustion, Photoshop, and Premier** used for tasks ranging from color correction to graphic creation

Square Soft: Beta Tester

- Worked 1994 to 1996
- Playing through and looking for errors in Super NES games before they are released
- Worked on four games

Additional Work

Central Valley High School – Marching Instructor, 1 year
CompUSA – Customer Service, Cashier, 1 year
Loews Cineplex Theaters – Food Service, 2 years
Seattle Times News Paper - Delivery, 7 years

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2D/3D Skills

Modeling

- Experienced in the creation of clean low and high poly models that animate well using **3D Studio Max**
- Excellent in providing accurate models due to my work of modeling invention ideas
- Technical background for a clear understanding of mechanical devices
- The ability to decide the proper amount of detail given to objects depending on its importance
- Accurate camera matching

Texturing

- Use of displacement, bump, normal, and opacity maps for efficient and quicker modeling of objects
- Strong UVW mapping skills
- Ability to make good yet efficient textures that tile well within **Photoshop**
- Knowledgeable in the use of texture effects to reduce render time and computer work for real time objects

Animation

- Proper use of key frames, **Reactor**, and controllers such as noise, Bezier, and path constraints

Commonly Used Programs

Discreet 3D Studio Max
Adobe Premier
Macromedia Dreamweaver

Adobe Photoshop
Adobe Illustrator
Macromedia Flash

Awards

Music scholarship at EWU
State finalist in solo/ensemble music competition
Washington All-State honor band

Activities

Junior high and high school band (6 years)
Collegiate music ensembles (5 years)
Seattle Cascades Drum and Bugle Corps (2 years)
Seattle All-City Marching Band (1 year)

Interests

Computers
Aviation
Music
Cars

References

Available upon request