

# 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