

# Zachary Brackin

## Environment Artist

Cell: 214-773-4519

E-mail: zach@thez-axis.com

I have devoted many hours to learn how to create high quality video game content. Besides all the work I have put into projects of my own, I have spent time getting the education necessary so that I can be a useful developer in the video game industry. I look forward to expanding my knowledge and experience as an artist.

### Education

John Brown University

- Graduated May 2010
- Bachelors of Science: Digital Media Arts
- Concentration: 3D Animation
- Leader Scholar's Institute 2006-2010

Online Training

- CGSociety Modern Game Character Creation Workshop  
8-Week course in creating video game characters from beginning to end
- Gnomon Workshop 2009 Masterclass  
16 short classes on various digital art subjects from 2D and concept drawing to 3D work

### Skills

- Autodesk 3ds Max
- Autodesk Mudbox
- Adobe Photoshop
- Pixologic Zbrush
- Unreal Engine 3

### Past Job Experience

- Top Hand Rodeo Tour, Perpetual FX (cancelled)  
Responsible for two environments
- 3ds Max Tutoring  
Beginner level, teaching modeling and basic texturing
- Other jobs outside and unrelated to the industry including:  
JBU Digital Media Checkout Lab Assistant (Workstudy) 2006-2010

### Awards

- 2008-2009 JBU Digital Artist of the Year Artie Award
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- 2009 Student Works Art Show 2nd Place Digital Art Category
- 2010 Student Works Art Show 1st Place Digital Art Category



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