

Résumé



Brandon Volpe
Graphic Designer
Motion Graphics | Animation
3D Environment Artist | UI
Mobile Games

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09.23.1984



Languages

 English: Native



Links

VolpeGraphics.com
BrandV3D.com
BrandonVolpe.com
FrogInvasionGames.com

[Linkedin.com/in/BrandonVolpe](https://www.linkedin.com/in/BrandonVolpe)
BrandonVolpe.Artstation.com
[behance.net/brandonvolpe](https://www.behance.net/brandonvolpe)



Address

BrandV3D USA
Brandon Volpe
20222 Calumet
Clinton Township, Michigan
United States

Employment History



The TCG Brothers

Graphic Designer Aug 2022 - Feb 2023
My work in the TCG Brothers family included the main logo design, which is featured on a black background and a white one used for live streams and video covers as well as branding for mouse pads and drink koozies for the main merchandise and then I did an intro video production for them as well.



Hearts For All Paws - Animal Shelter

Graphic Designer Feb 2021 - Mar 2021
As part of my work here I did work with a local volunteer animal shelter making a logo for the head of the origination to use on flyers and other print and web uses to promote adopting lovely animals with paws.



Gamma Prime Ltd

3D Environment Artist Jan 2018 - Aug 2018
My work here included creating props and environments working on the game called Cold Comfort, a post-apocalyptic zombie horror survival game. Created 3D models and textures from concept art to in-game in Unreal Engine 4. You can play as either a Survivor or Gamma Prime.



PixelHut

Lead Virtual Reality Artist June 2016 - Aug 2016
While working with the team for a VR project using the HTC Vive this project was made using the Unreal Engine. My responsibilities were to manage and oversee the 3D models, textures, features, navigation and actions of the user for a car configurator.



Kroll International

Senior Graphic Designer Aug 2015 - Dec 2015
My work included designing a 700 page catalog that they wanted to look like a magazine using Illustrator, Photoshop and InDesign for products related to First Responders, Military and Law Enforcement Officers.



Frog Invasion Games

Graphic Designer Dec 2014 - Mar 2015
An indie mobile game company I founded in 2014 called Frog Invasion Games. Created 3 mobile games start to Finish including the art, design, game testing & publishing them on Android. "The Casino Vault Robbery", and "Vietnam Chopper".



GDC - Game Developers Conference

Conference Associate March 2013 - March 2016
As a volunteer I'm proud to be part of a huge family of CA's for the biggest and best gaming convention in the world at GDC every year, since I joined the group in 2013. Here is where we check the Badges and help the attendees guided through the Moscone Convention Center. If there were ever a need For Gamers on this week we fill the need.



Frog Invasion Games

3D Artist / UI Designer May 2021 - Mar 2022
As part of my work with my company Frog Invasion Games, I worked on a submarine game: Submergearia Waters. You play a submarine captain battling Akula class submarines and battle sea creatures like a giant monster ink spitting octopus. Navigate trying to avoiding sea mines and being imploded in this underwater world war II Deep sea action endless side scroller.



Samsung Mobile

Smart Watch GUI Designer Jul 2019 - Jan 2021
Designed and produce my own watch faces without the complexity of coding. Created watch faces using UI/X Design software provided by Samsung Mobile Galaxy Watch Face for distribution in the Galaxy Store and then sold on my page on the store.



Altia Inc.

Technical 3D Artist Oct 2017 - Jul 2018
Working on creating HMI's (Human Machine Interface for Instrument Clusters, IVI (In-Vehicle Infotainment HUD's (head-up displays), helping to make amazing GUIs (Graphic User Interface) and other screens on any hardware. My responsibilities were to create eye-catching graphics with 2D and 3D content for Production on embedded GUIs at Altia for mainly for the auto industry using Altia Design and other software.



Digital Tutors / Pluralsight

E-Learning Instructor October 2015 - March 2016
As an instructor with the industry leaders in online tutorials I instructed a course called "Modeling and Texturing a Next-Gen Building for Games in 3ds Max", showing a unique workflow with modular pieces for a building facade using 3ds Max, Quixel, Photoshop and Marmoset.



Volpe Graphics

Graphic Designer Jul 2015 - Present
My Graphic Design work at www.VolpeGraphics.com for The TCG Brothers and User interface design for Frog Invasion Games as well as non profit volunteer work for an animal shelter. Also watch face designs for Samsung Mobile, and a 700 page catalog Magazine related to First Responders, Military at Kroll International.



Black Sand Studios

3D Environment / Level Artist Aug 2014 - July 15
Was responsible for creating a small multiplayer Map with 3D art assets for a prototype level for a game called "World at War: Operation Somalia." A FPS loosely based on the Project Reality mod. We used 3ds Max and Unreal Engine 4 to make 3D models of buildings and props.



MCM - U.S. Military

Lead Illustrator Designer Nov 2013 - Feb 2014
Used Illustrator to design and rapidly produce pages for instruction manuals for vehicles in Afghanistan. Designed several template pages to use with 2 different languages for the manual. Every page had graphics of parts and instructions to show visually with pictures mostly for the best communication.



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Pre-Internship Employment

Internship I.E. Effects

3D Compositing Artist May 2012 - Aug 2012
At my internship I was a 3D Stereoscopic Roto Artist at I.E. Effects. We did 3D conversions of the movies for Gulliver's Travels, Green Lantern, Harry Potter and the Deathly Hollows Part 2, with the software called Nuke.

Speedshape

3D Animation and Visual Effects Artist Summer 2009
Used 3ds max / Nuke in a summer workshop. Built the environment and car animation of an Audi RB car commercial using realtime vehicle driving controls With RealFlow Software.

Sandbox Studio Inc.

Illustrator Designer Jul 2007 - Aug 2007
While working here I worked in Adobe Illustrator using the pen tool to re-create parts and their inter workings. It was for the machinery and part in the US military vehicles. The work had to be in vector form for the specialized instruction manuals that the army in Iraq and Afghanistan used to put together the tank vehicles.

BrandV3D Freelance

3D Artist / Illustrator Designer May 2007- Mar 2014
3D Artist at Pixo VR Oculus Rift 2014 CES in Las Vegas. I converted cars in Unity. Lead Illustrator Designer for the US Military. Illustrator to design vehicles in Afghanistan. 3D Artist Arcade Racing Game Contract I used 3ds Max, CryEngine to make 3D models to build a a golf cart game.

Big Boy

Dishwasher / Bus Boy July 2003-July 2004
Busing tables and dish washing as well as other Duties including sweeping and mopping the floors. Enjoying the Big Boy and Veal on my lunch.

Meijer

Stocker Seasonal- Pet Dept. October 2002-July 2003
Stocking selves and helping supply the pet department making sure the fish were well presented and cared for, helping the customers find their Christmas Items.

Skills

Experience

Photoshop Graphic Design (18 years)

18 years experience in Photoshop since 2005. My Knowledge of Photoshop is based with Graphic design, but didn't end there. I know production, Layout, Painting, After Effects Compositing, masks, and much more.

Adobe CC Software Expert (16 years)

The Adobe Creative Suite: Photoshop, Illustrator, Acrobat, InDesign, XD, Premiere Pro, After Effects, Bridge, Lightroom Classic, Photoshop Express, Dreamweaver, Animate, Character Animator, Audition, Substance 3D Painter, Substance 3D Sampler, Substance 3D Designer, Media Encoder, Camera Raw, Lightroom, Fresco, InCopy

3D Environment Art (6 years)

6 years experience in low and highpoly modeling, baking, texturing. Specialized in environment art, buildings, architecture, materials and props. Specialties in game Environments and hard surface realistic And stylized capable for the video game Industry and cg industry.

Team leading (4 years)

As teamleader on multiple projects for many Companies, my roles include Lead VR Artist, Lead Illustrator, Lead Artist / Lead Designer at Altia and it was there where I expanded and shared my knowledge and my leadership with the teams I've worked with.

Mobile Games(4 years)

I founded an indie game company in 2014 called Frog Invasion Games I created 4 mobile games, doing it all, from the art, to design, to game play testing and publishing them on Android Games: "The Casino Vault Robbery", "Bubble Pop HD", "Vietnam Chopper", and Submerge Underwater"

Video game development (3 years)

Teacher and tutor with Digital Tutors/ Pluralsight 4 Mobile games built from the ground up, And released to the mobile platform. I love making Video games at all stages. I have made and shipped Games by myself and in teams.

Technical 3D Art Production (3 years)

Created HMI's (Human Machine Interface) for Instrument Clusters, IVI (In-Vehicle Infotainment), HUD's (head-up displays), GUIs (Graphic User Interface) Created eye-catching graphics with 2D and 3D content for production on embedded GUIs at Altia

Album Cover Design (1 year)

I've made over 5 album covers and still counting...

Strengths

Design Specialties

- Designing of Logos, Graphics Background
- Ability to 3D prototype and add depth with 3D
- Understanding of print sizes for various layout
- Fast turnaround and quality inspection
- Product design
- Post processing production and effect

3D Specialties

- Modeling of hard surface structures & objects
- Organic sculpts in ZBrush
- Creation of PBR textures and materials
- Understanding of polycount, draw call
- Asset creation process
- Real-time lighting of environments
- 3D Photoshop layers experience
- Dimension 3D experience
- Ability to 3D prototype and add depth with 3D.

Game Experience

- Professional Author for Digital Tutors
- 3 Mobile titles with Android, iOS experience
- Experience creating PBR assets
- Experience with Substance Designer/Painter
- Experience with terrain and textures
- VR in Unreal Engine 4

Adobe CC Software Expert

The Adobe Creative Suite All Major Programs including Illustrator, Photoshop, InDesign, After Effects, Cinema 4D, Premiere Pro, Dreamweaver, Lightroom

Illustrator Specialties

Expert with pen tool from my work with Adobe Illustrator in machinery and parts in the US military vehicles. Instruction manuals 10+ years working with illustrator in UI/ UX Layout design and InDesign for books and magazines.

UI/ UX Layout

- Page Layout and designer
- UI UX GUI HUD Info-graphics work at Altia
- UI in game Engine in Unreal and Unity
- Ability to adapt in an Agile environment
- 4 Mobile Game User Interface Screen Designs

Graphic Design Specialties

Logo Design, Brand Style Guides, Business Cards & Stationary, Brochure Design, Poster Design, Flyer Design, Album Cover Design, Web & Mobile, Catalog Design, Product Design, Postcard Design, Vector Tracing

More Graphic Specialties

T-shirt designs, Website and advertising banners, Album cover designs, Vector illustration tracing, CAD wire frame overlays, High quality logos for streamers, Restaurant menus, Product packaging



3ds Max

Maya

Photoshop

Illustrator

After Effects

ZBrush

Substance Designer

Substance Painter

Quixel Mixer

Unreal Engine

Unity 3D

CryEngine

Premier Pro

Marmoset

Vue

Dimension

InDesign

Acrobat

XD

Bridge

Lightroom

Audition

Fresco

InCopy

PowerPoint, Excel, Microsoft Word

Collaborations and clients



Education

Digital Animation and Game Design Degree:

Bachelor of Applied Science From Ferris State University in Grand Rapids, MI - Graduated May 2012

Media and Communication Arts Degrees:

Web Page Design

Associate Applied Science From Macomb Community College in Warren, MI - Graduated December 2011

Digital Art and Animation

Associate Applied Science From Macomb Community College in Warren, MI - Graduated December 2008

Digital Video Production

Associate Applied Science From Macomb Community College in Warren, MI - Graduated December 2008

Certificate of Architectural Technology Architectural Residential Drafting and Design, Macomb C.C. 2006

Diploma from Dakota High School in Chippewa Valley District From Macomb, MI Graduated June 2003

Thank you

Thank you

Thank you very much for your time and your attention!