

Résumé



Brandon Volpe

Graphic Designer

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Languages

 English: Native



Links

<https://www.behance.net/brandonvolpe>



Address

BrandV USA

Brandon Volpe

20222 Calumet

Clinton Township, Michigan

United States

Relevant Work Experience

^ 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.

^ Frog Invasion Games

User Interface Designer / 3D Artist May 2021 - Mar 2022

As part of my work with Frog Invasion Games, I worked on the user interface for a submarine game: Submergearia Waters. I also did 3d environments for Street's Disciple, a steam game, which is a fighting game 2-4 player battle platformer.

^ 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.

^ Samsung Mobile

Smart Watch GUI Designer Jul 2019- Jan 2021

Built and designed watch faces for Samsung using their GalaxyWatchStudio. Created watchfaces for the Samsung Mobile Galaxy Watch Face Store under smart watches. Designed and produce digital watch faces UI/UX GUI's without the complexity of coding. Created watch faces for distribution in the Galaxy Store and then sold on my page.

^ Kroll International

Senior Lead Graphic Designer Aug 2015 - Dec 2015

Worked as the Senior Lead Designer to design templates and page designs and then create a printed 700 page catalog for Kroll International's top sellers and new product for selling to police, military and security organizations. Made to look like a magazine by using Adobe's InDesign, Illustrator, Photoshop, Microsoft Word And Excel.

^ Volpe Graphics

Graphic Designer Jul 2015 - Present

My Graphic Design work here involved work at my family studio at www.VolpeGraphics.com doing logos 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 using Illustrator, Photoshop and InDesign for products related to First Responders, Military at Kroll International.

^ 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".

^ 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.

^ Speedshape

3D Animation and Visual Effects Artist Jul 2009

Used 3ds max/ Nuke in a summer workshop. Built the environment and car animation of an Audi R8 car commercial using realtime vehicle driving controls with RealFlow Software. Using Illustrator and Photoshop for a guide as reference and for texture creating.

^ 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.

^ BrandV Freelance

Artist / Illustrator Designer May 2007- Mar 2014

3D Artist at Pixa 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-3D models to build a a golf cart game. 3D Stereoscopic Roto Artist I.E. Effects -3D conversions Gulliver's Travels, Green Lantern, Harry Potter.

Skills

Experience

⤴ **Photoshop 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

⤴ **Team leading (4 years)**
As team leader on multiple projects for many Companies, my roles include Lead Illustrator, Lead Artist And Lead Designer at Altia, it was there where I expanded and shared my knowledge and my leadership with the teams I've worked with.

⤴ **Technical 3D Design 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) & other screens on any hardware. Created eye-catching graphics with 2D and 3D content for production on embedded GUIs at Altia for the auto industry.

⤴ **UI/ UX Layout (2 Years)**
• Page Layout and designer
• UI UX GUI HUD Info-graphics work from Altia
• UI in game Engine in Unreal and Unity
• Ability to adapt in an Agile environment
• 4 Mobile Game User Interface Screen Designs

⤴ **Album Cover Design (1 year)**
I've made over 5 album covers and still counting...

Strengths

⤴ **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

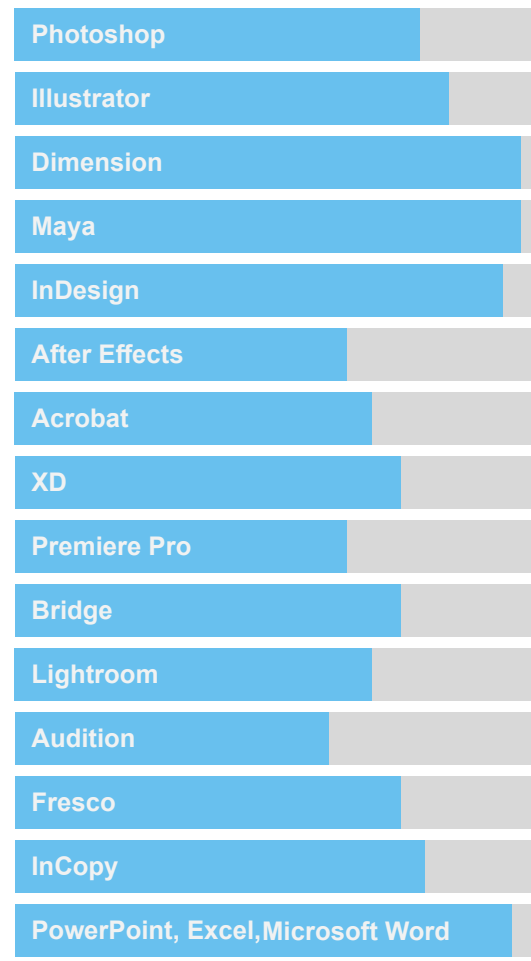
⤴ **Design Specialties**
• Designing of Logos, Graphics backgrounds
• Understanding of print sizes for various layouts
• Fast turnaround and quality inspection
• Product design
• Post processing production and effects

⤴ **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.

⤴ **3D Photoshop Specialties**
• 3D Photoshop layers experience
• Dimension 3D experience
• Ability to 3D prototype and add depth with 3D.

⤴ **More Specialties**
T-shirt designs, Website and advertising banners, Album cover designs, Vector illustration tracing, CAD wire frame overlays,

⤴ **More Specialties**
High quality logos for streamers, Restaurant menus, Product packaging, Real estate ads, Automotive ads.



Education

Digital Animation and Game Design

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