



Brad Jerod Madison

Digital Artist

3D Modeling, 2D Graphics, and Illustrations



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Work Experience

November 2019–Current

Technical Illustrator III

General Atomics and Affiliated Companies, San Diego, California

- Develop 3D interactive visual representations for inclusion in interactive electronic technical manuals.

May 2016–March 2019

Senior 3D Visual Designer

Gulfstream Aerospace Corporation, Long Beach, California

- Promoted from previous position. Provided advanced, detailed computer renderings of design concepts utilizing state-of-art 3D Graphics Systems.
- Interfaced with high-level clients and sometimes assisted in sales presentations.

August 2014–April 2016

3D Visualization Designer II

Gulfstream Aerospace Corporation, Savannah, Georgia

- Developed 3D renderings of aircraft interior and exterior required for the completion and refurbishment of sales and design.

July 2013–August 2014

UI Artist/3D Modeler (Freelance)

Ascent Games Inc., Savannah, Georgia

- Designed compelling 2D user interface graphic elements for the game.
- Modeled and textured 3D model game assets.

November 2012–August 2014

CMP Multimedia Designer

Gulfstream Aerospace Corporation, Savannah, Georgia

- Designed and edited computerized maintenance program training videos.
- Developed CMP DVDs and DVD label concepts.

September 2011–November 2012

Technical Illustrator II

Gulfstream Aerospace Corporation, Savannah, Georgia

- Created 2D technical illustrations for aircraft maintenance manuals.
- Produced 3D animations & exploded 3D model illustrations for aircraft manuals.

June 2011–August 2011

Technical Illustrator Intern

Gulfstream Aerospace Corporation, Savannah, Georgia

- Created new icons and graphics for G650 and G280 passenger safety cards.



Education

2007–2012

MFA in Interactive Design and Game Development

Savannah College of Art and Design, Savannah, Georgia

2002–2006

BFA in Illustration (Minoring in Animation)

Savannah College of Art and Design, Savannah, Georgia













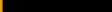


References

[Available upon request.]



Application Skills

Zbrush	
Maya	
Arnold Rendering	
Substance Painter	
Marmoset Toolbag	
Marvelous Designer	
Unreal Game Engine	
Unity Game Engine	
Adobe Photoshop	
Adobe Illustrator	
Adobe InDesign	
Adobe AfterEffects	
Adobe Flash	



Professional Skills

3D modeling and texturing.

Strong 3D visualization/rendering skills.

Low and high polygon modeling.

Hard surface and organic modeling.

Retopology and UV layout.

Normal mapping production pipeline.

An eye for interior design and architectural structures.

Strong attention to detail.

Strong grasp of color, scale, proportion and lighting.

Strong background in traditional arts.

Excellent project management skills.

Excellent team collaboration skills.

Excellent communication skills.

Self-motivated artist, with a strong work ethic.