



# Brad Jerod Madison

## Digital Artist

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bjm3d.net

bjmenvironments.blogspot.com

**OBJECTIVE** To utilize my 3D digital sculpting and traditional drawing skills as a Digital Artist.

### PROFESSIONAL SKILLS

#### Digital

3D modeling and texturing  
Strong 2D interactive media design skills  
Low and high polygon modeling  
Hard surface and organic modeling  
Basic rigging and animating in Maya  
Normal mapping production pipeline  
Retopology and UV layout

#### Traditional

A passion for 3D modeling and game development  
Strong grasp of color, scale, proportion and lighting  
Solid grasp of graphic and web design principles  
Strong background in traditional arts  
Excellent team collaboration skills  
Excellent communication skills  
Self-motivated artist, with a strong work ethic

### APPLICATIONS SKILLS

ZBrush

Maya

Arnold Rendering in Maya

Substance Designer

Substance Painter

Unreal Game Engine

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe AfterEffects

Adobe Flash

Adobe Captivate

Camtasia Studio

Right Hemisphere

### EDUCATION

2007-2012

#### Master of Fine Arts in Interactive Design and Game Development (Degree Received)

Savannah College of Art and Design, Savannah, Georgia

2002-2006

#### Bachelor of Fine Arts in Illustration

Savannah College of Art and Design, Savannah, Georgia

Minor: Animation

### WORK EXPERIENCE

May 2016-March 2019

#### Senior 3D Visual Designer

Gulfstream Aerospace Corporation, Long Beach, California

Promotion 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 required to assist in formal 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.

Worked with interior designers to provide 2D and 3D design concepts for customer approval.

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.

Ensured consistent branding of CMP across the CMP online training section of mygulfstream.com

Generated and updated CMP graphics used in PowerPoint presentations and PDF documents.

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.

Generated technical illustrations from 3D models & engineers.

Produced 3D animations & exploded 3D model vector 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.