


# BRIEANA HOBERT


3D MODELER / CONCEPT ARTIST / TEXTURE ARTIST

## CONTACT

 [Info@BrianaHobert.com](mailto:Info@BrianaHobert.com)

## PORTFOLIO

 [www.artstation.com/artist/hobert](http://www.artstation.com/artist/hobert)

 [www.BrianaHobert.com](http://www.BrianaHobert.com)

## PROFESSIONAL STATEMENT

An adaptive, passionate, and determined creative thinker seeking experience and a challenge within the film or game industry as a 3D artist. Trained and specialized in character, prop and weapon, modeling and texturing.

## HONORS & AWARDS

Entelechy - Best 3D Game

Dino Batter - June 2016

Savannah College  
of Art and Design

GEB Studios (Gannon Faust Jaspering, Edil Ostolaza, Briana Hobert) winner of Entelechy's Best 3D Game.

The Rookies 2016

Draft Finalist in  
Next Gen Gaming

Competed against over 1.824 entries, 13,148 media uploads, against 479 schools, from 77 different countries.

## EXPERIENCE

### Art Intern – Epic Games

Sep. 12 - Dec. 22, 2016

At Epic I worked on various projects creating assets for Paragon. I had to meet deadlines, communicate almost daily with my lead and team (verbally and written), attend dailies, game test, and more. My responsibilities were to follow document guidelines and concepts to create 3D assets using software like 3Dsmax, Zbrush, and export/import them into Unreal Engine. After creating the high and lowpoly models, I would then move onto creating PBR based textures for models. Other responsibilities included creating LOD's for main characters and environment assets.

Reference: Jordan Walker

### CONTENT CREATOR (FREELANCER) – I-M-V-U

DECEMBER 2009 – PRESENT (7YEARS)

Currently working as a Content Creator (freelancer), serving its vastly growing community creating characters and designing other virtual goods. Providing services for over 50 million registered users, 10 million unique visitors per month and 3 million monthly active users. Where I built and established a unique brand of items that is popular to the community.

#### Personal Responsibilities:

- Constantly using unique new meshes to design with latest trends
- Texture & Concept artist
- Collaborating and being a team player creating certain bundle products

### BMW COLLABORATIVE LEARNING

SEPTEMBER 2015 – NOVEMBER 2015

As part of a collaboration class I worked with a team and explored future in-car experiences and new concepts for digital HMI (Human Machine Interface).

#### Responsibilities with a team:

- Researching
- Brainstorming unique UI experiences that function and respond well to users accordingly to BMW's needs
- Concepting
- Mockups
- User testing
- Final product design

(View work upon request or interviews only)

## EDUCATION

2012 - June 2016

Interactive Design and Game  
Development (BFA)

Savannah College of ART and Design  
(SCAD), Savannah, GA

GPA: 3.5 (4.0 grade scale)

## SKILLS

Character Design  
Concepting  
Modeling  
Texturing  
Topology  
High and Low Poly  
UV Mapping  
Prop Design  
Weapon Design  
Traditional Media  
Anatomy  
Logo Design  
Branding  
Graphic Design  
UI Design

## SOFTWARE

Zbrush  
Photoshop  
Maya  
3DsMax  
Unreal Engine  
Unity  
Topogun  
Headus  
CrazyBump  
XNormal  
Substance Painter  
Premiere Pro