

Brian Choi

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WORK EXPERIENCE

- InXile Entertainment** | 3D Artist: *The Mage's Tale, The Bard's Tale IV* 2016 – Present
- Creating character and environment art assets, including sculpting, modeling, and texturing.
 - Scripting art assets and level scenes in Unreal 4.
 - Rigging and animating environment art assets.
 - Building Substance materials for team-wide texturing pipelines.
- Freelance** | Character Artist 2010 – 2015
- Clients: Giant Sparrow, Camouflaj, The Third Floor, Motion Logic Studios, Open Realms, and other developers.
 - Projects: *Final Fantasy XV Kingslaive, Republique Remastered, What Remains of Edith Finch*, and more.
 - Creating character, environment, and prop assets for games and previsualization.
 - Rigging character assets for games.
 - Concepting visual designs.
- Microsoft** | Contract 3D Artist: *Unannounced Project* Jun. 2015 – Aug. 2015
- Created character and prop assets for an unannounced project in the Unity Engine.
- Martin Brinkerhoff Associates** | Contract 3D Artist: *Mickey's Storybook Express, King Triton's Concert* Aug. 2014 – Nov. 2014
- Modeled high-resolution characters and props for Disney projects
- Kabam LA** | Contract Character Artist: *Unannounced Game* Sept. – Nov. 2013, Mar. – Jul. 2014
- Created low-poly character assets, including 14 character models, 100 weapon variants, and 9 accessories
 - Implemented optimization techniques in character creation to maximize asset reuse on mobile platforms
- Reverge Labs LLC** | 2D/3D Artist Intern May 2011 – Aug. 2011
- Animated, inked, and cleaned-up 2D character animations and effects
 - Illustrated character and environment concept art for unannounced game projects
 - Modeled 3D and painted 2D environment assets

PROJECTS

- Gun Talk** | Lead Artist May. 2015 – August 2017
- Creating character, environment, and prop assets for a serious game about US gun control.
 - Rigging and skinning character assets with prebuilt tools.
 - Constructing levels through environment assets and Unity tools.
- The Maestros** | Art Director Mar. 2013 – May 2014
- Directed 15 artists of various disciplines in visual construction of a 6 player, networked multiplayer, RTS game
 - Organized art tasks and feedback for external and internal artists, overcoming bottlenecks in art production to complete 2 factions and 2 environment kits in 8 months
 - Created art assets including 3 character units, character sculpts, user interface art, and promotional materials
 - Collaborated with Engineers and Designers to find visual methods and standards to best support RTS gameplay
- Core Overload** | Art Director 2012 – 2013
- Lead artists in defining the visual universe and language of the game world
 - Scheduled art tasks deliverables for an international team of artists
 - Created assets including environment props and player ship components
 - Constructed 3D environments for main menu backgrounds
- Tales from the Minus Lab** | Level Artist (IGF Student Showcase 2013 Honorable Mention) Spring 2012
- Illustrated concept art for the opening level environment
 - Created level art and props from environment concept art

OTHER EXPERIENCE

- Games Developers Conference** | Conference Associate 2011, 2012, 2014, 2015, 2016
- Provided logistics and registration support for GDC operations.

TOOLS

Expert: Photoshop, Modo, Maya, ZBrush, 3D-coat, xNormal, nDo2, dDo, Substance Painter, Perforce, GitHub (SourceTree)
Competent: Unreal Engine 4, Unity, Marvelous Designer, SVN, Substance Designer,
Novice: 3ds Max, Character Rigging, 3D Motion Capture (Vicon), Motionbuilder

EDUCATION

University of Southern California | School of Cinematic Arts
Bachelor of Arts, Interactive Entertainment
Minor, 2D Art for Games

Dec. 2013

