

Brian Maricle

Character Artist

portfolio:
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Work Experience

Electronic Arts, Orlando

March 2012 to Present

Character Modeler, NBA Live 2013

- ✓ Create new and improve on existing character assets using ZBrush, Photoshop, and Maya.
- ✓ Work with outsourced assets, adjusting them to ensure highest quality, then integrate them into the game.

Rasmussen College Online, Orlando

Game Art Instructor

January 2007 to Present

- ✓ Teach concepts such as modeling for real-time engines, design basics, color theory, game theory, and more.

RealTime Immersive, a Crytek studio, Orlando

Character Artist

October 2010 to March 2012

- ✓ Create believable, photo-realistic, cinematic quality human character models.
- ✓ Model, UV, and texture next-gen character assets.
- ✓ Generate and implement maps such as normal, ambient occlusion, cavity, specular, and more.
- ✓ Integrate characters into engine and refine shader parameters for best visual quality.
- ✓ Coordinate and participate in studio's training of clients and junior artists in CryEngine technology.
- ✓ Review, critique, and communicate on outsourced content.
- ✓ Test and innovate new technology to develop cutting edge workflow and processes.

Projects/Titles

Virtual Mission Rehearsal, Dismounted Soldier, Calamityville, and RealTime Immersive's SDK.

Freelance ZBrush Artist, undisclosed project

January 2010

- ✓ Sculpted high poly detail meshes for photo-realistic human characters.

Florida Interactive Entertainment Academy, Orlando

Creator and Lead Artist, Run Squire, Run!

- ✓ Managed a team of 10 artists.
- ✓ Developed title character.
- ✓ Contributed significantly to terrain sculpting, texturing, lighting, and level design in Unreal's UDK and UT3.

Character Artist, 9 Lives 'Til Midnight

January 2010 to August 2010

- ✓ Conceptualized and developed main character, femme fatale, and 2 other pivotal characters.
- ✓ Contributed significantly to environment, props, level design, and lighting for first playable.
- ✓ Worked on 15 + team, with a 6 month development cycle using Gamebryo.

2D/3D Artist and Animator, Rapid Prototype Projects

August 2009 to December 2009

- ✓ Collaborated on 5-man teams to develop 5 different games with a 2 week development cycle for each.
- ✓ Contributed to game concepts, level designs, models, textures, animation, and more.
- ✓ Worked with Unity, Flash, and iPhone technology.

Dead Man Games, Orlando

Lead Artist, 'Bot Blast

February 2008 to June 2009

- ✓ Established an overall visual feel for the game.
- ✓ Managed a team of 5 artists.
- ✓ Conceptualized, modeled, and textured various game 'bots and coached the art team to do the same.

Key Skills

Modeling, and UVs:

Maya, 3DS Max,
ZBrush, and Mudbox

Normal/AO/Displacement map extraction:

Zbrush and Xnormals

Texturing:

Photoshop, 3ds Max,
Zbrush, and CrazyBump

Tech/Integration:

CryEngine3, with some UDK,
UT3, Unity, and Gamebryo

Education

Masters of Science in Interactive Entertainment

Florida Interactive Entertainment Academy (FIEA,) University of Central Florida, Orlando

2010

Professional Certificate in 3DS Max Studies

Planet Digital, an Autodesk Authorized Training Center, Orlando

2008

Bachelors of Art in Art, with a specialization in Computer Animation

University of Central Florida, Orlando

2001