

Bryan Silva

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Character Artist ♦ Sculpting ♦ Modeling ♦ Texturing ♦ Blend Shape Creation
Prosthetic Makeup ♦ Silicone Masks

Please Visit My Online Portfolio at: <http://www.bryansilva.com>

- Character modeling low and high poly
- Texture creation for high and low poly characters
- Blend shape based facial rigging and animation
- Traditional Sculpting and Painting.
- Prosthetic Makeup Effects
- Silicone Mask Creation
- Able to motivate, critique and give art direction as well as take it
- Ability to find creative solutions when troubleshooting and assessing risks
- Maya, Mudbox, 3dsmax, Unreal Engine, FaceFX, Photoshop

STUDIO 135 (Sole Proprietor) :

- Contract Blend Shape Artist**, Ready At Dawn Studios 09/2015 – 02/2016
Unannounced Oculus Rift Title
- Blend shape creation for characters using FACS based approach.
- FaceFX Consultant**, Hangar 13 07/2015 – 10/2015
Mafia 3
- Reviewing and improving the strength and efficiency of the Game's FaceFX facial performance pipeline.
- Contract Blend Shape Artist**, Sony Computer Entertainment of America 02/2013 – 04/2013
Killzone: Shadowfall
- Blend shape creation for characters using FACS based approach.
- Silicone Mask Creation**, Direct to Customer 10/2012 – Present
- Sculpted Traditionally with Clay
 - Mold with Epoxy Resin
 - Cast with Platinum Silicone
 - Painted with Airbrush
- CGWorkshop Instructor**, Ballistic Media 06/2009 – 08/2009
Blend Shapes in Mudbox 2009
- Helped students explore different theories of blend shape creation
 - Utilized samples of facial research to create their own blend shapes using Mudbox 2009's unique feature set.
 - Common pitfalls identified and studied so that alternatives can be realized and practiced.
- Contract Character Artist**, Demiurge Studios 05/ 2008
- The creation of high and low polygon character, and textures for unannounced Unreal Engine 3 title.
- Contract Character Artist**, Triad Toys 12/ 2007 – 03/2008
- Create celebrity likeness head meshes to be 3d printed and then turned into 12 Inch figures.
- Contract Character Artist**, Frozen Codebase 10/ 2007

- Sculpt, model, texture and rig 3 character models that were to be used in a video pitch to a publisher for a Roller Girl game. This contract was completed in 2 weeks.

Instructor, CDIA of Boston University

06/ 2007

- Instructed on Mudbox software and its use in the game industry.

ONSITE STAFF POSITIONS:

Senior Figure Artist, Zenimax Online Studios

10/2011 – 3/2015

Elder Scrolls Online

Elder Scrolls Online: Tamriel Unlimited

- Creating character assets for character creation system
 - Humanoid and Creature
 - Hair Styles
 - Adornments

Senior Character Artist, 2K Marin

04/2010 – 10/2011

The Bureau: XCOM Declassified

- Developed blend shape based facial pipeline for both animators and automation
- Character and Creature creation
- Modeling
- Texturing
- Facial Rigging

Character Artist, ImageMovers Digital

03/2008 – 04/2010

Disney's A Christmas Carol: 11/09

Mars Needs Moms: 03/11

Yellow Submarine: Cancelled

- Blend shape creation.
- Animated displacement map creation
- Facial Modeling.
- Set Decoration Modeling
- Set Modeling

Senior Character Artist, Mad Doc Software

05/2005 – 03/08

Bully: Scholarship Edition: 3/08

EE3: 12/09

Swat: Canceled

Guardian: Canceled

- High and low poly character modeling creation.
- Texture creation for the Unreal 3 Engine.
- Morph target based facial animation using FaceFX and key frame animation techniques.
- Shader creation using Unreal 3 Engine.
- Project scoping - Exploring Pipelines, Risk Assessment and Project Layout.
- Software evaluation of packages for creating art assets efficiently.

AWARDS and HONORS:

YouTube

- *Witch Prosthetic for my 11 year old Daughter* – Viral
Over 250,000 views in one week.

Take 2: Celebrity Head Sculpt Competition

- *Digital sculpt of actor Danny Trejo* – Awarded 2nd Place, sponsored by Skymatter, Kurv Studios and Digital-Tutors and hosted by SubdivisionModeling.com.

Front Page Honors

- Witch Prosthetic for my 11 year old daughter - CGFeedback.com 10 / 2012
- Zombie Silicone Mask – CGFeedback.com 08 / 2012
- Old Man Silicone Mask – CGFeedback.com 06 / 2012
- Giggles - Lifesize Resin Display head - CGFeedback.com 03 / 2012
- 3D model of Mike Tyson - CGFeedback.com 03 / 2010
- *3D model of Pitt, Dale Keown's comic book character* – Tweak.com 11 / 2007
- *3D Model based on Konig concept* - SubdivisionModeling.com 08 / 2007
- *3D Model of the Butcher* - SubdivisionModeling.com 04 / 2007
- *3D character Infernal* - Polycount.com 04 / 2003

EDUCATION:

The Art Institute of Philadelphia

Fall 1999 - Fall 2001

"Best of Quarter" award – Spring quarter 2001

"Best of Quarter" award – Fall quarter 2001