

Bryan Silva

Character Artist ♦ Modeling ♦ Texturing ♦ Facial Animation

Please Visit My Demo 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
- 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 3 & FaceFX, Photoshop, Bodypaint

STUDIO EXPERIENCE:

Senior Character Artist, 2K Marin 04/2010 – Present

XCOM: In Production

- 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: In production

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

Instructor, CGSociety 06/2009 – 07/2009

"Blend Shapes in Mudbox 2009" workshop

Inside Mudbox 2010: In production

- 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.

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.

OTHER EXPERIENCE:

Contract Character Artist, Demiurge Studios 05/ 2008

- The creation of high and low polygon character, and textures for unannounced Unreal Engine 3 title.

Instructor, CDIA of Boston University

06/ 2007

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

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.

Contract Character Artist, Triad Toys

12/ 2007 – Present

- Create celebrity likeness head meshes to be 3d printed and then turned into 12 Inch figures.

AWARDS and HONORS:

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

- 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