BRADLEY LEWIS

TECHNICAL ARTIST

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Experience

VRPATIENTS
QA Manual Tester
Test medical simulation app developed in unity3d on VR and WebGL platforms, write and run testing to ensure coverage of new and existing features.
(Jan 2020 – present)

COLUMBUS DIVISION OF FIRE
Videographer/Graphic Design
Film and edit training videos, create graphics for video training and publication, Operated the driving simulator for vehicle training
(2013 to 2020)

COLUMBUS COLLEGE OF ART AND DESIGN
Adjunct Professor
Co-created and instructed "Lighting Design" course for the Cinematic Arts Department, which covered lighting and rendering techniques in 3D animation software, as well as compositing and color grading
(Aug 2015 to May 2016)

JAMINATION PRODUCTIONS
Animator/Modeler/3D generalist
Production of animated scenes for professional and college sports teams and their sponsors to be viewed on video boards at sporting events. Duties include: 3D computer modeling, texture map design, rigging, animation, VFX, multi-pass rendering, and compositing.
(2006 to 2013)

ANIMATECH STUDIOS
Animatech Studios is my freelance company. It creates animations, websites, applications and graphics for various clients including:

- "Periscope App" for LR Design+ Build - 2016

- "Enfuse Gas Vial Transfer Assembly"
  and other animations for Enable Medical
  2011 – 2022

- Illustrations for "James Swift" book series
  jamesswiftbooks.com
  2013-2021

PROFILE

Bradley Lewis is an artist and Game Developer with a decade of industry experience in 3D art, programming and animation. He has 3 years of experience in a game development pipeline environment, leadership experience and a passion for problem solving.

Education

B.F.A., Columbus College of Art & Design, Columbus, OH – (*Attended on scholarship award*)
Focus of Study:

- **Animation** – Traditional, Computer Generated and Experimental Animation Techniques
- **Illustration** – Mixed Media/ Digital Techniques, Three-Dimensional Illustration
- **Fundamentals** – Color Concept, Design, Typography, Painting, Figure Drawing & Anatomy, Sculpture, etc.
  Media Studies – Time-based Media Design, Video, Photography

SoftwareSkills

- Maya
- Unity3D
- Substance Painter
- Blender
- Unreal
- Photoshop
- Perforce
- Jira

- C#
- Python
- HLSL
- C++
- Shader Graph
- Zbrush