

SPENCER BROWN

3D Environment Artist

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I wanted to become an Environment artist because it combines my love of creating memorable stories and my love of gaming. I have in-depth experience with software like Maya, Zbrush, Unreal, Substance Suite, and Adobe CC. I enjoy going camping with my family to Grand Lake with our two dogs and spending my free time playing video or board games.

Education

Jul. 2019- Aug. 2023 Rocky Mountain College of Art + Design
BFA Game Art

Skills

Maya

- Retopologizing
- Hard surface modeling
- Organic Modeling
- UV Mapping
- PBR Material + Texture Mapping
- Animation
- Rigging
- High poly detail baking

Unreal

- PBR Pipeline
- Shaders
- Blueprints
- Landscapes
- Niagara

Substance Suite

- Painter, Designer, Alchemist/Sampler
- Texture Baking
- General Pipeline