

Brady Hooker

Video Game Artist and Designer

Columbus, OH 43232 | brhooker1313@gmail.com

Website, Portfolio, Profiles

- <https://brhooker1313.wixsite.com/website>
- <https://www.linkedin.com/in/brady-hooker-2507b8251/>

Professional Summary

I have trained and studied in the field of video game art and design for four years creating realistic and fantastical worlds in different types of video games. I have made props and assets for 3D animations, environments, greyboxed concept designs, and I have successfully imported fully rendered models into Unity and Unreal engines, alongside C++ coding. With this, I am pursuing opportunities to join a likeminded team.

Skills

- Adobe Products: Photoshop, Illustrator, InDesign, Premier, and Substance Painter 3D
- Maya: 3D modeling, UV texturing, and creating FBX files
- Unity Engine: Coding (C++), asset imports
- Unreal Engine: Asset importing, camera work
- Concept drawing, and designing
- Storyboarding

Education

Bachelors of Fine Arts: Video Game Art and Design
Columbus College of Art & Design - Columbus, OH

Expected in 12/2024

- Dean's List [2021- Current]
- President's List [2021- Current]

Work History

Sales Associate

03/2019 to Current

Walmart

- Created relationships with customers to ensure returning sales
- Handled general merchandise, inventory, and stock on a day-to-day basis
- Fill-in manager for two different departments

Assistant Manager

04/2017 to 05/2018

Speedway Gas Station

- Handled large amounts of money, and balancing the safe at both the start and end of day operations
- Ran the store during morning, afternoon, and night shifts
- Set up and tear down of equipment both inside and outside the store
- Managed employees of different ages allowing for different sets of challenges