

Brandon J. Hall
brandonhall@billa1.com
www.billa1.com

A 3D artist using Autodesk's 3DS Max and Vray, as well as Maxon's Cinema 4D , and Mudbox for the past five years.

In addition to my modeling experience, I'm also familiar with Particle Flow , Afterburn, and FumeFX in 3ds Max as well as fluids in RealFow. Proficient at many styles of modeling, including subdivision surface modeling, and texturing mechanical forms.

Able to read AutoCAD drawings to ensure accurate modeling.

A proven track record of completing many projects for product and architectural designs.

Quick to learn and come up to speed with new applications and technologies.

Work very well both on my own and as part of a team for a single cause of meeting project requirements for a deadline.

Always willing to go that extra step to make sure the client is happy with the end product.

Work well under pressure and enjoy being challenged, always set a very high standard to ensure the best content and design.

I am willing to relocate to suit your needs.

I feel that I would make a valuable contribution to your team and look forward to hearing from you in the future.

Please view my portfolio at www.billa1.com.

I welcome any comments or questions about my work. I may be contacted at brandonhall@billa1.com .

Sincerely,
Brandon J. Hall

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www.billa1.com
brandonhhall@billa1.com

Objective

Experienced, computer-aided artist, who wishes to create quality work while adding value to the firm.

Professional Outlook

Motivated self-starter interested in constantly learning and improving technical skills.

Self-taught 3D Artist.

Maintains professional expertise by involvement with strong peer.

Works well in team environment and is strong under pressure

Recognitions

Featured as the Spotlight artist of the month in the April 2007 issue of *3-D Attack: The Cinema 4D Magazine*.

Featured in *3D World Magazine*, issue #78, *Exhibition* section.

Software

- **Maxon Cinema 4D**
- **Autodesk 3ds Max**
- **Chaos Group V-Ray**
- **Adobe Photoshop CS4**
- **Next Limit Technologies Real Flow**

Freelance Work

Feld Entertainment: May 25, 2009-July 20, 2009

Supervisor: Dennis Flenniken 1-941-737-2970

Created animations for Feld Entertainment that are being used for Disney on Ice and Disney Live

DesignMill

Manager: Rodger Willis

Oct.2009-March 2009

1-864-710-9997

cell:1-843-810-8718

Lead modeler

In charge of overseeing all models that were made for the Department of Defense. Modeled, unwrapped and textured military vehicles, radios, etc. to be used in training simulations for the Marines

Buzz3D: Present

www.buzz3D.com

Model, light, and texture in 3DS Max.

Renderings of 2009 Volvo XC6 60, to be revealed at the Geneva and Paris Car Show Convention.

Motorola 2005 - Present

direct.motorola.com/hellomoto/motokrzzr/experience

Model, light and texture utilizing Cinema 4D.

Two, to three phones per month (24 to date) for use in television commercials and internet websites.

Sketchbook Design Inn. 2008

www.sketchbookinc.com Portland, OR

Modeled 10 Aperion Audio home speakers in Cinema 4d, and Two Motorola phones for Sketchbook to be used in commercials

Lonnie D. Watt and Associates 2008

4327 Old Mill Road, Anderson, South Carolina

Modeled and rendered the Fairfield Church in 3ds Max.

Solid Static, LLC 2008

www.solidstatic.com

Modeled a conference room for Adidas in 3ds Max.

Acme Digital 2008

www.acmedigital.com

M Modeled prototype sewage plant in Cinema4D.

Steel Beach 2007 - 2008

www.steelbeach.com

Modeled, unwrapped, and textured three military ships.

Five Stone Studios 2007-2008

www.fivesonestudios.com

Modeled, textured and rendered multiple products, including Dell XPS, Dell Blade Servers, and Tide bottles

Mega Movers (The History Channel) 2007

www.tylerrabbit.com

Modeled, lit and textured utilizing Cinema 4D.

35 structures for the second season of *Mega-Movers* on The History Channel.

Advent Product Development 12/2006 – 10/0/2007

www.adventproduct.net

Utilized 3ds Max.

Modeled new inventions towards the creation of patent drawings.

Cinevative 2006

www.cinevative.com

Modeled, lit, and textured utilizing Cinema 4D.

Projects included East Wood Mall, La Mirada Water Park, and Times Square.

Movie Snaps 2005

www.movie-snaps.com

Created prop-artistry for small production company

Other Work Experience

HTI Logistics 11/2002- 03/2005

Material Handler

Processed all products in shipping and receiving.

Supplied assembly lines with necessary materials to maintain team goals.

Hall's Plumbing 08/1989-09/2002

Responsible for service calls, ordering parts and supervising three employees.

