

# Brad Saunders

*Digital Artist*

brad@brad-saunders.com

604-767-6306

Vancouver, BC

## OBJECTIVE

To be a contributing member of a team dedicated to creating interesting and exciting entertainment while continuing to learn and develop my creative skills in the 3D medium.

## WORK HISTORY

### **Electronic Arts Canada | Burnaby, BC | June 07 - Present**

#### ***Assistant Modeler***

##### **Facebreaker**

Model, texture, rig, optimize animations and integrate background characters into the pipeline. Create facial damage blend shapes and textures on main characters.

##### **NHL 08 CG & NBA 08 CG**

Art bug fixes and team uniform texture creation.

### **Vancouver Film School | Vancouver, BC | Jan & Feb 07**

#### ***Practicum/Intern***

Worked in the lab aiding students on their demo reels with artistic and technical issues.

## EDUCATION

### **Vancouver Film School | Vancouver, BC | 2006**

*Graduated from 3D Animation & Visual Effects Program*

### **Lethbridge Community College | Lethbridge, AB | 2002 - 2004**

*Studied Multimedia Production & Computer Information Technologies*

### **Santa Monica Community College | Santa Monica, CA | 2001**

*Studied Computer Science*

## TECHNICAL SKILLS

Maya, SoftImage XSI, Mudbox, Zbrush, PhotoShop, Illustrator, Premiere, After Effects, Dreamweaver

## OTHER

U. S. & Canadian Citizenship