

Richard Brown: Curriculum Vitae

Degree: BA (Hons) Industrial Design and Technology
Nationality: British – Green card holder, Employment Authorised
DOB: 21st February 1980
Marital Status: Married
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Education

University: 1998 - 2002 **Brunel University of West London**, England
Industrial Design and Technology Degree BA (Hons)

High School: 1996 - 1998 **Oxford Boys School**, Oxford, England
'A' Level: Design Technology

1992 - 1998 **Cherwell School**, Oxford, England
'A' Levels: Math's (Applied and Pure) and Physics
GCSE: Business Studies, Design Technology, English (Language & Literature), Geography,
German, Math's, and Science (Biology, Physics and Chemistry)

Work Experience

June 2006 – March 2008: **Tilted Mill Entertainment**, Framingham, MA, USA

3D Environment Artist – Worked on Sim City: Societies (EA – PC Nov 2007) Created over 75 buildings for the game, along with props, rubble, foliage and animations. The first expansion pack, Destinations, released in the spring of 2008. Created 30 buildings in a short dev cycle along with props.

May 2005 – 2006 **Freelance Artist**

Vigilant Entertainment – 3D Character artist for the Half Life 2 mod: Periculum, Science of Horror.

Earthwave Studios – 3D Environment/Character artist and texture work for a multi user game including: FFS, RPG and racing elements. Experienced the “Torque” game engine

Blue Ember Productions – 3D Environment/Character and texture artist for a MMORPG. Experienced the “Realmcraft” game engine

PC's For Maine – Voluntary work for a non for profit organisation that builds and distributes old computers for disadvantaged school districts in Maine. I did graphics work and build computers for the project.

April 2005 – May 2005 **Sapphire Technologies**, (MBNA America), Maine, USA

Temp - Sterilising hard drives, organising redistribution of 400 computer systems

August 2003 – October 2003 **Champion Recruitment Agency**, (Yutaka Unipart Systems) Oxford, UK

Temp - Welder and machine operator for safety critical Honda suspension arms

July 2002 – July 2003 **Travel and Life Skills**, New England, USA

Travelling around New England, gaining life skills abroad and new perspectives

Intermittent voluntary work at pre-school, Casco, Maine

November 2000 - July 2001 **Rebellion Developments**, Oxford, England

2D Artist - Background in-game artwork and UI layouts

3D Artist - Modeller for low/medium poly in-game models (environment: background objects, equipment, weapons, buildings and characters)

Texture Artist - Textured my models and other models and created texture templates for characters

September 2000 - November 2000 **VPTV Ltd**, Chipping Norton, Oxfordshire, England
Administrator - Updated database for the Oxfordshire Media Forum (OMF) and recruited new members
Graphic Artist - Designed and created stands for the "PC World 2000 Conference"
Modeller - Created models of the conference layout
Runner - Retrieved and delivered artwork and recordings around Oxfordshire and London

August 2000 - September 2000 **Tom Dick and Debbie Productions Ltd**, Oxford, England
Graphics and Video Editing - Video editing and graphics for corporate videos and programs for Channel 6, the Oxford Channel
Technical Support - Communicating with clients to ensure that products meet their requirements and that they are able to use the games produced

September 1998 - January 1999 **Legoland**, Windsor, Surrey, England
Attractions - Running some of the rides and looking after groups of children

Skills

Operating Systems: Windows OS: 3.1, 95, 98, NT4, 2000, XP & Vista **Mac OS:** 8-9, OSX
Adobe: Illustrator 6-10 (Intermediate), InDesign, Photoshop 4 -7 & CS (Experienced), Premiere 5-6 (Basic), Acrobat 5-7 (Intermediate)
Autodesk: 3D Studio Max 3.1-4.2, 5.1, 8-2009 (Intermediate), Autocad R12, 14, 2000 & 2002 (Intermediate), Maya Unlimited 4 (Basic), Wavefront 10 (Basic)
Right Hemisphere: Deep Paint 3D (Basic), Texture Weapons (Basic)
Microsoft Office (95, 97, 2000 & XP): Access, Excel, Frontpage, Powerpoint, Word (Experienced)
Misc: Corel Office 2000, Dreamweaver (Intermediate), Mudbox, Perforce, Pro Engineer 2000, QuarkXpress (Basic), Solidworks 2000 (Intermediate) Source Safe (Intermediate), VBulletin
Application Through Design (1, 2, 3 & 4) (*Practical use of design theory, energy usage, PIC systems and the interface of those systems*)
Contextual Design (*Contemporary design issues and how design affects lifestyle*)
Creative Methods (*Ideation and creative thought processes and methods*)
Digital Electronics (*Theory, application and assembly of micro-electronic devices*)
Design History (*Reports, design phases and philosophies*)
Design Integration (*Design projects incorporating all aspects of design*)
Design Studio (*History of design, design concepts, ideas and design techniques*)
Environmentally Sensitive Design (*How to maintain a good lifestyle and reduce the environmental harm, with thought to legislation, politics and finance*)
Ergonomics (*Knowledge of different aspects of human needs and model designs around them*)
Foundation of Electronics (*Electronics and how PCB's are used and manufactured*)
Interfacing (*Hardware production through software programming knowledge of input and outputs*)
Managing Product Innovation (*Copyright/patent law/trademarks/intellectual property rights*)
Technological Awareness (*How and why products work and are manufactured*)
Visual Studies, Graphics, Design, Drawing Systems, and Life Studies (*Drawing techniques, communication skills and life art*)

Awards

4th Grade Piano, Associated Board of the Royal Schools of Music
4th Kyu Karate
Certificate for Attendance and Punctuality, Oxfordshire County Council: 1995-6

Hobbies

Assorted Music, Computers, Reading, Travelling, Sports and Photography

Miscellaneous

Certified by the H.S.E and NAAIDT in: Wood, plastic, metal and foundry workshops
Chartered Engineer and Designer
Full clean British and US-MA Drivers License
Japanese reading ability and basic German

Reference

Upon Request