LOU BROWN
2D/3D ARTIST

Contact

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Proficiencies

- Maya, ZBrush
- Substance Painter
- Substance Designer
- Clip Studio Paint
- Photoshop
- Unreal Engine 4/5
- Niagara VFX
- Agisoft Metashape

Skills

- Emotional Development
- Conflict Resolution
- Analytical Skills
- Quality Assurance

Languages

- English
- Proficient German

Education

2019-2023
BFA

University of Wisconsin Stout
Game Design Development - Art
Specialization on 2D Development Art, and 3D Environmental Art.

Experience

Minneapolis Institute of Art   June 2023 - December 2023
3D Photogrammetry Intern - 3D Data Processing, Software R&D, Workflow, Archival
Created dozens of high-quality, photo-realistic, complete models under an NEH-Grant.
Communicated between multiple organizations involved to meet sprint deliverables.
Achieved multiple "Cultural Heritage Top Picks" and "Staff Picks" on the Mia Museum SketchFab.
Utilized PBR workflows, UV-mapped complex models, and baked high-poly textures to low-poly.

Fishing Guild   *2022 - 2023*
DIVINING RODS - Original Pitch, Modeling, Texturing, Materials, VFX
Curated original concepts and designs, and created a team to work from start to finish.
Developed game world and gameplay, with emphasis on environment art and storytelling.
Implemented and designed materials, VFX, and visual intrigue to breathe life into the project.

Flying General Games   *2021 - 2022*
Volunteer - 2D/3D Artist
Worked with alumni and students to create quality and streamlined assets.
Created pre-production key art and conceptual items.
Built 3D props, UV-mapped, and textured for in-engine items.