

# LOU BROWN

## 2D/3D ARTIST

## Contact

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## Proficiencies

- Autodesk Maya
- Substance 3D
- Unreal Engine 4/5
- Kintsugi 3D
- Agisoft Metashape
- Blender
- Clip Studio Paint
- Photoshop

## Skills

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

## Languages

- English
- Proficient German

## Education

- **2019-2023** *University of Wisconsin Stout*  
**BFA** 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.