

Mayson Bray

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WORK EXPERIENCE

Captured Dimensions

Associate 3D Artist

Jan 2022 - Present

- Produced visually stunning, hyper real 3D environments in Unreal Engine using modular photogrammetry assets.
- Managed the production of 3 commercial projects, that included scanning, retopologizing, uv-mapping, and texturing.
- Developed cinematic experiences in Unreal Engine that were compositionally engaging and resulted in positive feedback from clients.
- Scanned and processed high quality photogrammetry assets that were used for film and TV productions.

Camp Lucky - Freelance

Environment Artist

Feb 2023 - Present

- Collaborated with a team of 4 to create a realistic, real-time environment for an LED volume used for commercial advertising.
- Modeled and textured hard-surface and organic assets that contributed to a modular environment.
- Communicated with the art director and other team members to ensure that assets met project visual goals and fit within technical and creative requirements.
- Managed production by tracking assets, estimating accurate project timelines, and communicating issues effectively.

PROJECT EXPERIENCE

Telemancer

Environment Artist

- Designed fully-realized environments that were based on pre-established level collision.
- Optimized modular environment assets that increased development speed and game performance.
- Authored 4 tileable PBR smart-materials that were used to texture various in-game assets and locations.
- Created and integrated high-quality props that enhanced the game's overall atmosphere and immersion.

Adriatica

Environment Artist

- Scanned a large scale building, combining lidar and photogrammetry to create modular building assets.
- Integrated the scanned assets into Unreal Engine 4 to create a realistic cinematic.

SKILLS

- Proficient in creating high-quality 3D assets, including models, PBR textures, materials, and photogrammetry.
- Experienced in creating compelling environments that enhance the player experience through storytelling.
- Advanced knowledge of Unreal Engine shaders to achieve realistic and visually stunning environments.

SOFTWARE

Unreal Engine | Unity | Substance Painter | Substance Designer | Reality Capture | ZBrush | Perforce | GitHub | Maya | Blender | Photoshop | Artec Studio | Faro Scene | Wrap 3D

EDUCATION

University of Texas at Dallas

B.A. of Arts Technology and Emerging Communication

Graduation Date: Aug 2024