

Brett Moore

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SOFTWARE:

- Autodesk Maya
- Substance Painter
- Substance Designer
- ZBrush
- Sculptris
- Blender
- Unreal Engine 4
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Adobe Premier
- Ultimaker Cura
- Kisslicer
- Clip Studio Paint
- Marvelous Designer
- Google Docs
- Google Slides

DESIGN SKILLS:

- 3D modeling
- PBR materials
- UV unwrapping
- Digital painting
- Photo textures
- 3D sculpting
- 3D printing
- Drawing
- Painting
- Color theory
- Game design
- UI
- Retopologizing
- 3D animation
- Rigging
- Photography
- Videography
- Teaching
- Button making
- Laser cutting
- Vinyl cutting
- Wood working
- Electronics wiring
- Car repair

OBJECTIVE: My goal is to help all children I have in a class to find their passion in art and art's importance to them despite any factors of who the student is or their background.

EDUCATION:

- BFA: Interactive Design and Game Development
- Savannah College of Art and Design 2017
- Region 10 CERTification program: in progress
- Cum Laude
- GPA: 3.61
- Dean's List

WORK EXPERIENCE:

- Corinth Elementary Lake Dallas ISD** 2020-2022
- Special Education Paraprofessional
 - Help special education students in a general education setting
 - Helped teachers work with student behavior
 - Substitute teach when the district ran out of subs
 - Run the game design and sewing clubs
 - Proctored 5th grade STAAR 2022
- Prince Of Peace Christian School** 2019
- Substitute Teacher
 - Supervised students and enforced rules and assignments
- Private Tutor** 2015, 2017
- Privately taught students the basics of art programs and techniques
- Game Design After Hours** 2019
- Teacher
 - Built an after school program that taught students at a middle school level how to program games in Unreal Engine 4
- ID Tech** 2019
- Lead Instructor
 - In addition to instructor duties, mentored other instructors, distributed medications, and on many occasions ran the entire camp's functions when in absence of a director or AD
 - Instructor 2015,2016,2018
 - Taught advanced programming logic and math to young Children and 3D printing and game design in UE4 with Fortnite, Valve's Hammer Editor, and Guts Engine to teens
- Freelance 3D Artist** 2017-2018
- Worked with client on assigned 3D projects
- VOLUNTEER:**
- Dallas Makerspace Emerging Tech committee** 2019
- Publicity attempt for a developing committee by working on a free sculpt
- Power 2 Move** 2014,2015
- Pushed wheelchair joggers in runs
- SCAD Serve** 2015
- Helped kids to make superhero masks reflecting their true inner hero