


# BRITTNEY CROWE

 [linkedin.com/in/brittney-crowe](https://www.linkedin.com/in/brittney-crowe)

 (832) 933-7254

 [brittnymichcrowe@gmail.com](mailto:brittnymichcrowe@gmail.com)

 [brittnymcrowe.com](http://brittnymcrowe.com)

## EDUCATION

### M.S. in Visualization

Texas A&M University  
College Station, TX  
Capstone Animation Track  
August 2023

### B.S. in University Studies of Architecture

New Media Art & English minors  
Texas A&M University  
College Station, TX  
May 2020

### Associate of Arts

Houston Community College  
Houston, TX  
May 2017

## TECHNICAL SKILLS

Autodesk Maya  
Autodesk Arnold  
RenderMan  
Substance Painter  
Substance Designer  
Z Brush  
Adobe Creative Suite  
Unreal Engine 5  
Unity Engine  
Nuke

## KEY SKILLS

3D Hard Surface Modeling  
Sculpting 3D Models  
Surfacing 3D Models  
UV Unwrapping & Baking  
3D Animation  
Rigging  
Technical Art  
Color Theory  
Leadership Skills  
Communication Skills  
Organizational Skills  
Asset Management  
Project Management  
Time Management  
Documentation  
Quality Control

## WORK EXPERIENCE

### Pre-Press Artist

April 2024 - Present

#### C.C. Creations

- Prepare graphic designs for screenprint production by turning art into separations for screens using the Adobe Creative Suite.
- Organize file management and cataloging art files.
- Quality control checkpoint of art for production.
- Troubleshoot art problems on the press.

### AR Research Assistantship

May 2023 - December 2023

#### Texas A&M University

- Collaborate with the School of Performance, Visualization & Fine Arts to create an AR integration experience for a real time immersive theatre performance
- Create 3D assets, animations, and multi-sensory interactions for positive user experience.
- Integrate and optimize 3D assets within Unreal gaming engine.

### Instructor of Record

August 2022 - May 2023

#### Texas A&M University

- Coordinate and instruct 2D and 3D Visualization Techniques, Principles of Design I, Principles of Design II, and Virtual Reality.
- Develop 2D and 3D projects, strategy, weekly design exercises and quizzes to challenge students' knowledge and design skills.

### Lead Concept Artist

September 2019 - September 2022

#### LIVE Lab - Texas A&M University

- Lead 2D concept team in visual development, art direction, UI, and UX mockups for educational video games, prototypes, and animations.
- Collaborate on 3D-CG environments with external vendors and validate assets.
- Employ Jira and Confluence for project management and documentation of art bibles and assets.

## RELEVANT EXPERIENCE

### Lead Concept & Story Artist, 3D Artist

May 2021 - August 2021

#### Summer Industry Course TAMU

- Applied and participated in a prestigious 12-week animation course in a high-level professional 3D-CG environment.
- Collaborate with a team and animation studios Pixar, DreamWorks, Disney, and Blue Sky to create a 20-second animation.
- Lead art and story development for the group animation and model and surface environment assets while incorporating feedback from industry mentors and peers.

### Lead Concept & 3D Artist

October 2018, 2019

#### Chillennium TAMU

- Compete in an annual worldwide video game competition.
- Lead concept and 3D art for game-ready assets.
- Create a video game with a team within a 48-hour time frame.

### Member

August 2019 - July 2023

#### Texas Aggie Game Development TAMU

- Take part in video game creation through workshops, competitions, and group projects.
- Attend weekly meetings to gain experience and network with industry professionals.