

BRITTNEY CROWE



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



(832) 933-7254



brittnymichcrowe@gmail.com



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
Surfacing 3D Models
UV Unwrapping & Baking
Graphic Design
Rigging
Technical Art
Layout Animation
Color Theory
Leadership Skills
Communication Skills
Organizational Skills
Asset Management
Project Management
Time Management
Documentation
Quality Control

WORK EXPERIENCE

Graphic Artist

April 2024 - Present

C.C. Creations

- Deliver production-ready graphic designs using Adobe Creative Suite, incorporating client feedback through iterative revisions to meet project goals.
- Apply strict licensing guidelines and technical imprint specifications across diverse product types to ensure accurate manufacturing.
- Partner with team members and press operators to troubleshoot pre-press art issues.

Visual Development Artist

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 in AR Research Assistantship.
- 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.

RELEVANT EXPERIENCE

Lead Visual Development 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.

Club Member

August 2019 - July 2023

Texas Aggie Game Development & Women in Animation (WIA) TAMU

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

Letter of Recommendation

Robb Dressel

Director of Cinematography - Layout

Walt Disney Animation Studios

rob.dressel@disneyanimation.com

To whom it may concern,

I'm writing this on behalf of Brittney Crowe, who I had the pleasure of working with this summer as a mentor for the 2021 Summer Industry Class at Texas A&M University.

Brittney was an integral part of her team's project. She offered lots of ideas for what the story would be and then once it was chosen dove into generating concept art for how the piece would look. The first thing I noticed about her was that she was always looking for feedback from her mentors as well as her peers. She took all the notes with grace and always worked hard to address them. Her final concepts were beautiful and set up her team with a worthy goal to strive for. This collaboration continued throughout the project till the very end. Whether it was surfacing work, some wonderfully hand animated leaves blowing in the wind or the artwork for the final credits, she always sought input from those around her to make everything the best it could be.

Brittney is a very talented artist who works very hard at everything she does for the betterment of her team. I would recommend her for any project that involves collaboration, teamwork and a high artistic aesthetic.

Sincerely,

Rob Dressel