

# BRIAN VAGIE

## 3D Artist

East Stroudsburg, PA, 18302  
brianvagie@outlook.com  
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www.brianvagie.com

- Professional 3D Artist - 12 Years of Experience
- Environment Art/Architectural Design
- Blueprints & Particles/Niagara
- 3D Modeling & Sculpting - 3D Animation
- UV Mapping & UDIMS PBR Texturing & Materials
- Rendering & Lighting
- Game Art & Game Development
- Quick adaptation to new software & workflows

- Autodesk Maya
- Unreal Engine
- Blender
- V-Ray, Arnold
- ZBrush
- Adobe Photoshop
- Substance Painter
- Unity
- SketchUp
- Adobe Illustrator
- Adobe Premiere Pro

### EXPERIENCE

#### Refactor Games - Video Game Development Intern (Jan 16, 2024 - April 26, 2024)

- Crafted video game levels for "Journeyman" in UE5, emphasizing layout, lighting, and environment creation without reference. Implemented gameplay features and utilized 3D art programs to enhance player experience and align with project goals.

#### LuxSkill LLC - 3D Artist (December 10, 2023 - February 1, 2024)

- Modeled/textured low-poly 3D spacecraft and space stations for export in glTF format for an unreleased video game project.

#### ESI Design - Technical Artist (September 15, 2023 - September 29, 2023)

- Crafted custom Niagara effects in UE5 for a video game for a children's hospital.
- Ensured precise activation within in-game events through custom level blueprint.

#### Robinson Features - Environment Artist (May 30, 2023 - September 12, 2023)

- Designed immersive 3D environments for children's books.
- Brought stories to life with expert 3D modeling and artistic skills.
- Collaborated with authors and publishers to tailor environments to book narratives.

#### CBS VFX - Unreal Artist (November 9, 2020 - May 12, 2023)

- Designed 3D environments for 9 TV shows and development projects.
- Seamlessly merged video game PBR low-poly workflows with VFX for captivating scenes.
- Utilized Unreal Engine 4/5 to create camera shots and render sequence images.

#### Super Universe LLC - VR Environment Artist (October 16, 2019 - July 9, 2020)

- Designed and crafted immersive 3D environments for VR experiences and game rooms.
- Leveraged VR technology to create 360° YouTube videos for immersive viewing.

### REFERENCE

**Brian Vogt**  
Paramount (DevOps, CG Sup)  
Phone: 310-916-6384  
Email: vogtbrian@gmail.com

**Christopher Arocho**  
CBS VFX (Lead Unreal Artist)  
Phone: 323-558-8545  
Email: chris.arocho92@gmail.com

**Adam Carlucci**  
Creative technology Director  
Email: acarlucci@esidesign.com

### EDUCATION

Full Sail University - Bachelor of Science Degree in Game Art (October 22, 2012 - June 26, 2015)