

Isabella Bradberry

Environment Modeling & Texturing Artist

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Skills

- **3D Software:** Unreal Engine | Maya | Substance | Renderman | Houdini | ZBrush
- **Source Control:** Perforce, GitHub, In House Linux Commands (for animation pipeline)
- **Programming Languages:** Python | C++ | MEL | Matlab
- **Other Graphics Software:** Figma | Nuke | Adobe Suite

Education

Texas A&M University | College Station, TX
Projected Graduation: May 2023
B.S. in Visualization
Minor in Game Design & Development

Production Experience

Design and 3D Lead | R.A.T Computer Game | Spring 2023

- Created the core story, characters and concept which became the springboard for the fundamental mechanics of the game.
- Designed the levels, including concept and sourcing, whiteboxing, set dressing and modeling and texturing.
- Responsible for either sourcing or modeling texturing all interactive 3D objects in the game.

Lead Modeling and Texturing, UI/UX, VFX | Pinata de la muerte VR Game | Fall 2022

- Responsible for the majority of the models and assets in the game including but not limited to the entire ofrenda, ancestor ghosts, small foliage, papel picado and pinata textures. Also created the assets for the UI and the pinata explosion.

All Aspects | The Dragon Throne Room 3D Environment | Fall 2022

- Modeling and texturing done in Maya, Houdini and Substance with the final render completed in Unreal Engine 5.

Modeling and Layout Lead | Baba Yodka Studio Short | Summer 2022

- Established the Maya to Unreal workflow for my teammates.
- Worked with the level sequencer to create iterations of camera animations for layout purposes.

Rigging Lead | Frog Soup Studio Short | Fall 2021

- Created and managed the schedule, asset list, shot list, bid sheet and slides, with weekly check-ins for each teammate to capture work in progress images. I submitted all deliverables and group assignments on behalf of my team of 7 individuals.
- I rigged and weight painted our biped character with both IK and FK controls.

Work Experience

Viz Technician | Department of Visualization | College Station, TX | Spring 2022

- Worked 15-20 hours a week during the semester managing and processed prints on an Epson roll printer as well as checking in and out cameras, tri-pods, tablets, lights, cables, Oculus headsets, projectors, etc.

Teaching Assistant | Texas A&M University | College Station, TX | Fall 2021

- Helped my peers by explaining fundamental coding concepts in the intro to Python course (VIST 105).
- Attended the students lab and hosted office hours.

Graphic Designer | Texas A&M University | Virtual | Summer 2021

- Completed layout and design for an entire workbook.
- Created a logo and informational icons to be included alongside the 3D team's work and within the digital and physical workbook.
- Attended weekly design meetings to provide and receive feedback from my mentor, the 3D team and the clients.

Engineering Intern sponsored by KBR | LZ Technology | Virtual | Summer 2020

- Scripted a GUI for the Audio System team using Python+PyQt Designer as a GUI builder and worked with JAVA supporting files to pull telemetry and commands.
- Created two operation concept documents for the GUI and telemetry device projects.
- Documented all handover information with regards to the GUI application functionality for future use and testing.

Assistant Swim Coach | Wells Branch Armada | Austin, TX | Summer 2019

- Provided extensive critique of competitive swimming technique and was responsible for the learning and safety of up to twenty kids.