Brendan Milos - Concept Artist

San Francisco, CA
brendan.milos@gmail.com

Objective: Seeking a role that combines my game development experience with my passion for creating concept art using both 2D and 3D methods.

Skills

- 10 years experience in the games industry shipping on mobile and web platforms.
- 6 years experience in concept art and ux design for games.
- 3 years of management experience in games.
- Several shipped titles ranging from farming/city building, trading card games, role playing, adventure, educational, rhythm, and cooking.
- Software: Photoshop, Illustrator, After Effects, Premiere, Unity, Maya, Blender, Audacity

Professional Experience

Visual Designer, Facebook, November 2019 to Present
- Contracting through PRO Unlimited @ Facebook on the Avatars team.
- Creates concept art, 2D production assets, and mock ups for the FB Avatars product.
- Supported content strategy planning by auditing and redesigning facial features.

Digital Painting Instructor, Academy of Art University, Sep 2013 to Present
- Wrote a graduate level digital painting curriculum where students learn how to paint materials and figure studies in Photoshop.
- Trains classrooms of up to 20 students each in 2D digital painting techniques.
- Fosters a positive attitude, strong work ethic, and consistent results in students.
- Motivates students to receive feedback in a professional manner through paintover critiques and apply feedback to their projects.

Senior Game Artist, Lumos Labs, April 2016 to November 2019
- Utilized wireframes, storyboards, and concept art as tools to communicate an artistic vision with a cross-functional game development team and executive stakeholders.
- Created concept art, 2D assets, and animations for new game titles shipping in Unity and Cocos.
- Drove the entire art creation process as an IC on each project from initial visual direction through the polished result (see "Case Study - Feel the Beat").

- Worked with the team to define game development pipelines in Unity and Cocos technologies by shipping the first games to use those technologies.

Art Director, MindBlown Labs, March 2013 to April 2016
- Utilized storyboards and concept art as tools to communicate an artistic vision with a cross-functional game development team and executive stakeholders.
- Created concept art for characters, environments, and props.
- Invented a 2.5D Unity pipeline to create the art of the game Thrive 'n' Shine (see [“Making the Art of Thrive n' Shine” on YouTube](#)).
- Recruited and mentored a team of three artists in the established art style.

Games Artist, DeNA, May 2010 to Aug 2013
- Created concepts for environment and architecture design in several mobile games.
- Rapidly developed 2D and 3D assets from concept to polish in a broad range of styles.
- Collaborated with other artists, engineers, and product managers to ship new content on a regular cadence in Unity and other game engines.
- Extensive experience visually developing projects from prototypes through supporting them as live services.
- Sketched isometric designs in several art styles, sometimes working in multiple projects simultaneously.

Education

- BFA: 3D Animation and Visual Effects, 2012 – Academy of Art University, San Francisco, CA
- Co.lab accelerator program sponsored by Zynga
- Idean Design Leadership Academy
    - Awarded a scholarship to attend this workshop.
- Painting Drama - Oatley Academy
- Fundamentals of Architecture Design - CG Master Academy
- Character Design for Films and Games - CG Master Academy