

BRITTON BUCCIARELLI

(815)353-5700
brittondraws@gmail.com
brittondraws.com

Specialties | **3D** - High/Low-Poly Modeling. Retopology. UVing. Texturing.
2D - Illustration. Concepting. Storyboarding. Animation.
Professional - Positivity. Communication. Leader.

Master of Arts in Animation

DePaul University, Chicago, IL
September 2013 – June 2015
GPA: 3.72/4

Bachelor's in Business w/ Science Application

Benedictine University, Lisle, IL
August 2008 – May 2012
GPA: 3.4/4

- Expert with human and animal anatomy
- Practical experience in both 2D and 3D pipelines
- Able to skillfully translate concepts (characters and levels) to high quality 3D assets
- Effective leader able to provide constructive and insightful feedback
- Excellent team player with the ability to collaborate and communicate well with others



Zbrush, Maya, Unity, Blender, Substance Painter, 3D Coat, Keyshot, Marmoset Toolbag, Procreate, Photoshop, After Effects, Flash

nWay

3D Artist

September 2021 – October 2023

- Created high quality characters, props and other assets as well as crafted entire stages
- Worked closely with multiple IP holders in keeping their vision of their properties intact during various projects
- Close relationship with our outsourcing partners to help maintain a consistent standard and quality
- Helped oversee and mentor other artists and their projects
- Implemented and fixed outsourced assets
- Built entire stages and tracks within Unity

King Show Games

Animator/ Illustrator

July 2017 – June 2020

- Collaborated with teams of Technical Artists, Engineers, Sound Designers as well as other Artists to create an artistic roadmap that everyone would follow to create high quality games.
- Managed and planned to allow for efficient delivery of deadlines for multiple overlapping schedules/ games.
- Created high quality art assets from concept to delivery ranging all the way from motion graphics to fully rendered 3D models to be used in a multitude of both mobile and land-based casino games.