

BRIAN GOODSELL

VFX & Environment Artist

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Artist Summary

Environment artist turned VFX artist. Occasional Technical Artist.

Application Experience

UDK & Unreal Cascade - 3D Studio Max - Maya - Photoshop - Illustrator - Thinking Particles - FumeFX - After Effects

Project Experience

[Trendy Entertainment](#)

VFX Artist, Unannounced Title, Aug 2012 - present

Served as the VFX character artist creating visual effects for characters, spells, and other effects related to gameplay. Created many of the core elements that drove the visual effects direction for the visual effect side of the project and met a tight series of deadlines that allowed the game to be developed in a short period of time.

Junior VFX Artist, [Dungeon Defenders](#) May 2012 - Aug 2012

Created visual effects for the Unreal Engine Powered Dungeon Defenders DLC - [Tallay Mining Complex](#), [Shards of Etheria IV](#) and [Jester Map pack](#). Created environment Visual effects, kismet sequences involving visual effects, animation driven visual effects and weapon visual effects. Additional duties involved asset creation, some map layout, sky box creation and a cut scene for the boss introduction in Shards of Etheria VI.

Education

Full Sail University 2008 - 2010

Bachelor of Science in Game Art, Concentration in Environment Modeling and Texturing

Course Director Awards in Game Production II, Shading & Effects for Games and Level Design classes.

Alfred University 2001 - 2005

Bachelor of Fine Arts Degree, Concentration in Graphic Arts

Additional Notes

Tutorial Writer - Created a series on creating custom borderlands maps. [Full tutorial list here.](#)