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DEVON W. BROOKS

PROFILE

With a keen interest in environment/asset/prop modeling, texturing and lighting, Devon hopes to combine his creative capabilities with his technical proficiencies in the video game or film/television industry. He is a dedicated, result-oriented individual, committed to excellence in all work he produces. He is easy going and enjoys working in a team environment.

SKILLS

- 3D Modeling, Lighting, Animating, Rendering using Autodesk Maya
- Rigging, Weighting and Animating using Softimage XSI
- Compositing using Discreet Combustion and Adobe After Effects
- Image manipulation and Texturing using Adobe Photoshop
- Displacement/Bump Mapping and Sculpting using Pixologic Zbrush

- Extensive knowledge and experience with the installation, implementation and troubleshooting of computer hardware, software, operating systems, LAN and connectivity devices.

EDUCATION

British Columbia Institute of Technology – Burnaby, B.C.

Digital Animation Program

(Graduated with Honours)

2007 - 2008

- A 3D modeling, texturing and animation intensive program using the current industry standard software. Material taught by instructors working in the industry to keep up to date with current industry standard techniques.

British Columbia Institute of Technology – Burnaby, B.C.

System Support Specialist Program

January – August 1998

- A networking intensive program that mainly dealt with Microsoft affiliated operating systems, suites and technology.
- Computer hardware (Installation, Implementation and Troubleshooting)
- Networking Essentials and TCP/IP
- Microsoft Certified Systems Engineer course material.

PROFESSIONAL EXPERIENCE

Rainmaker Entertainment Inc. - Vancouver, B.C.

Production Assistant / Mentorship Modeler

2009 – Present

- As a production assistant I performed the duties of a runner as I got to know the intricate workings of the industry. During my time I was enrolled in a mentorship program where I created, shaded, textured and lit models at a production level for a lead modeler's review. Each project was based on a currently utilized model in production and modeled after reference provided by the lead. The purpose of the program was to groom and maintain skill in preparation for a modeling position on the production.

Rapidfusion Technologies - Coquitlam, B.C.

Senior Support Technician

2001 – 2008

- My primary role was technical support for clients using our Point of Sale solution. I assisted in the development and quality assurance of the software and also rendered on site or remote client training. I troubleshot and repaired any general hardware/software concerns that might have hindered a client's ability to do business. I also built and setup systems and implemented local area networks (LAN) for small to medium sized businesses. I created graphical enhancements such as icons, buttons and progress indicators for the program as well as designed gift cards for our retail clients.

PCTeK Enterprises Ltd. - Vancouver, B.C.

Senior Technician

1999 - 2001

- Assembled custom computers for clients and small business. Repairing and troubleshooting hardware, software, peripherals and networks. Installing operating systems and software. I also performed in store sales and onsite service.