

Brandon C. Cha

www.brandonchastudio.com

Lighting / Rendering / Texturing

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7639 College Ave. #9 Whittier, CA 90602

Experience:

Lighting Artist / Lead Artist

2013 July – Current / The Workshop Entertainment/ Marina Del Rey, CA

The Evil Within (Bethesda Softworks) - Responsible for Lighting 4-5 levels, Post process (CC, Tonemap, DOF, Bokeh, Noise, ScreenFX etc.), Use lighting related scripts to animate and optimize lights Work with art director and department leads to create a optimal look of the level using **IdTech Engine**

Unannounced MMO Title - Worked as a Lead Level Artist, and also responsible for Lighting / Level assembly / All Post process / Animating Cinematics and Scene Optimization using **CryEngine**.

Stereo Depth Artist

2013 Apr. – 2013 July / Stereo D/ Burbank, CA

Create stereo depth plates and pre-composite to create 3D Depth map

The Wolverine 3D : 20th Century Fox 2013

R.I.P.D 3D : Universal Pictures 2013

Percy Jackson: Sea of Monsters 3D : 20th Century Fox 2013

Lighting Artist

2012 May – 2013 Feb / Electronic Arts (Danger Close Games) / Playa Vista, CA

Medal of Honor: Warfighter - Responsible for Lighting 3 levels & In-Game Cinematics, Creating sky maps, light maps, cube maps for environment reflection and lighting related scripts as well as scripts for optimization.

Army of Two: The Devil's Cartel - Responsible for adjusting / polishing / optimizing level lighting (1 map). Complete areas that were unfinished. Adding lighting related scripts for optimization.

Lead Lighting Artist / Generalist

2011 Oct – 2012 Apr. / Hydrogen Whiskey Studios / Santa Monica, CA

Star Wars Kinect - Lighting as well as scripting (for Lighting only) both In-Game and Cinematic portions of the game, using Infernal Game Engine.

Ice Age 4 Game Cinematic – Responsible for lighting entire 13 minutes of Cinematic lighting as well as modeling and texturing exterior set and props for the Cinematic.

Lighting Artist / Generalist

2011 Aug - September / Brainzoo Studios / Van Nuys, CA

Stratego: Game Cinematic - Lighting exterior environment (6 shots), Sculpted organic environment props, Textured background mountains and hero rocks, Matte Painted backplate, and pre-comped one exterior shot.

Star Wars Kinect – Modeling and texturing fixes on props, test on Infernal game engine.

Generalist

2011 (June) / Baked FX Studios / Culver City, CA

Dailies Contact Lens (TV Commercial) - Responsible for entire commercial spot except for compositing (Lighting / Rendering / Shading / Modeling / Animation)

Jr. Modeling TD

2010 – 2011 (Sept – May) / Rhythm & Hues Studios / El Segundo, CA

Alvin and the Chipmunks 3 - Modeled character costumes and props.

Big Miracle - Modeled main Whale character

Hop - Prop Models

X-Men: First Class UV, Re-Topo.

Generalist

2009 / Gnomon Studios / Hollywood, CA

Education:

Gnomon School of Visual Effects

2008 – Present / Hollywood, CA

Certificate in High-End Computer Graphics

Ball State University

1997 – 2002 / Muncie, IN

BA, Telecommunications (News & Broadcasting)

BA, Japanese (Proficiency Level #3)

Awards:

Gnomon Best of Term

2010 – Environment 3D Category

“Alleyway to Home” – concept by Christopher Rabenhorst

Gnomon Best of Term

2010 – Visual Effects Category

Grand Prize Winner – “Idler & Kit”

Gnomon Best of Term

2009 – Hard Surface Modeling Category

“Cool Bike” – concept by Daniel Simon

Skill Set Knowledge:

Autodesk Maya, Infernal Game Engine, Adobe Photoshop, The Foundry Nuke, Furry Ball Renderer, Pixologic Zbrush, Autodesk Mudbox, Maxon BodyPaint 3D, Adobe AfterEffects, PTGui, Xnormal, Headus UV Layout, RoadKill UV Tool, CrazyBump, Pixplant

Other Useful Skill Sets:

Speaking fluent Japanese & Korean

