Brayden Perez

IT Manager, Developer, 3D Artist

Contact

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🏠 South Jordan, UT 84095

Software Skills

- Proficient in Unity Engine

- Proficient in Photoshop

- Proficient in Illustrator

- Proficient in Premiere Pro

- Proficient in Substance Painter

- Proficient in Autodesk Maya

- Intermediate knowledge of C#

- Experienced in Unreal Engine

- Experienced in ZBrush

- Experienced in Houdini

Profile

I've been an IT specialist for 7 years which has given me experience in dealing with issues patiently and explaining problems/solutions to others efficiently. I have a passion for game development. Through my education and personal projects, I have experience in almost all areas of game development including programming, 2D art, 3D art, UI, UX, rigging, and production. My strongest area is 3D art, in which I'm proficient at hard surface modeling, character modeling, retopology, UV layouts, and texture application. My major has a strong focus on picking up and learning new software, which I have learned to do fast and well.

Work Experience

IT Manager
Zurchers | 2016 - present

I manage the servers and devices across all locations within the Zurchers retail chain. I deal with technical issues directly when they come up and eneact/oversee their resolution.

- Experience working on problems until they're resolved
- Experience working with a team to find a solution together
- Technical skills with devices running Windows
- Moderate experience with Sonicwalls and Android software

Education

High School Graduate
Alta High School | 2014

Games Major
University of Utah | 2016 - present
Entertainment Arts and Engineering Program
College of Engineering