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summary

A motivated 3D art generalist with a solid grasp of the needs and expectations of modern game developers and other 3D arenas. I specialize in character/object modeling, rigging, lighting, alpha/beta software testing, and general 3D art pipeline expertise. I'm interested in researching new developments which challenge the limits of current technology and techniques that require creative solutions.

employment

DuMonde VFX

March 2014 – May 2014

Maya TD

- Organize and optimize the art pipeline across 2 studio locations and 2 off-site artists for Crossbones on NBC.
- Optimized scenes for renders and managed renders on the internal and external render farms.
- Modeled and textured buildings, props, vegetation, and various other assets for multiple scenes and shots.

Kojima Productions (Los Angeles)

August 2012 – May 2013

Technical Artist

- As one of the first employees, building the team from the ground up was one of the primary tasks.
- As the only artist on the team, all US based art R&D duties were my responsibility.

Spark Unlimited

April 2012 – August 2012

Senior Technical Artist

- Character, creature, and prop rigging for an unannounced title.

CCP Games

August 2009 – October 2011

Technical Artist

- Instrumental in helping a new team develop character systems providing animation, modeling, rigging, and pipeline experience for games with no previous character components.
- All body & face rigging for EVE Online: Incarna, and the widely acclaimed custom character creator.
- Body, face, bipedal, and quadruped creature rigs for World of Darkness prototyping.
- Developed a joint based facial animation rig with simple controls using multiple layers of options for animators.
- Worked with the character modeling team to develop best practices for models and animation deformation.
- Involved the company with numerous alpha/beta software programs providing feature and bug feedback.

Product involvement:

PC: EVE Online: Incarna and Captains Quarters

PC: World of Darkness

Sucker Punch Productions

September 2006 – April 2009

Character Technical Director

- Worked from pre-production to final on inFAMOUS for the PlayStation3 as the Character Technical Director.
- Tasked with developing and ensuring characters adhered to technical, aesthetic, and memory limitations.
- Worked closely with rendering programmers on shader & lighting technology for a deferred rendering system.
- Helped to develop and tune the in-game camera editor which was used to create 200+ in-game cutscenes.
- Worked closely with marketing to create the screen grabs for magazines and other promotional materials, as well as creating off-line renders in Mental Ray for in-house and Sony Advertising promotional use.
- Mentored a talented junior TD, and spoke at local colleges about the company and the industry in general.

shipped products:

PS3: inFAMOUS

Naughty Dog inc.

June 2003 - July 2006

ICE Team artist

- Worked on Mark Cerny's team developing art tools and technologies for the Playstation3 console. I was the only artist on this project with a large number of senior programmers for 3 years.
- Primarily tasked with researching art asset creation and pipeline methods for next generation games. This included looking at new software, or techniques to increase artist efficiency, and was instrumental in getting Naughty Dog involved in numerous Alpha, Beta, and developer feedback programs.
- Introduced zBrush, Mudbox, HDRshop, and many other technologies into the company pipeline.
- Assisted most of Sony's Playstation3 launch title studios meet their deadlines for E3, GDC, internal milestones, and any other scheduled showings by assisting in tools development and artist training.
- Traveled to the following studios to meet and train the staff on our Playstation 3 tools and technologies.

Sony Computer Entertainment Japan

Polyphony Digital

Cerny Games

Sucker Punch Productions

Insomniac Games

Sony San Diego & Santa Monica

Factor5

Zipper Interactive

Incognito Studios

credited products:

PS3: Uncharted: Drake's Fortune

PS3: Ratchet and Clank: Tools of Destruction

PS3: Lair

PS3: Warhawk

PS3: Resistance: Fall of Man

PS3: Motorstorm

PS3: NBA 2007

PS3: MLB 2007

PS3: ICE Tools and Tech (now EDGE)

PS2: Jak X

PS2: Jak 3

PS2: Jak 2

Idol Minds llc.

March 1999 - June 2003

Animation Team Lead | Animator | Level Designer

- Hired directly out of school with two other classmates to complete Coolboarders4 in seven months. The game went on to sell over 1.5 million copies worldwide, and was an early "Greatest Hits" title for Sony.
- Hired as a background artist and completed two games before becoming the only animator for a third. I was then promoted to animation and rigging lead for the last game.
- Worked with two other artists to train the art and programming staff to use Maya.

shipped products:

PS2: My Street

PS2: Coolboarders 2001

PS1: Coolboarders 2001

PS1: Coolboarders 4

professional contributions

Unparent Lightprobe Set

High Dynamic Range Lightprobe creation

- In 2005 I created 18 HDR Lightprobes which were given away and licensed to the following software packages:

Luxology Modo v.201-current

Daz Bryce

Brazil for Rhino

Microstation

- Since the release of the Unparent Lightprobe Set, dozens of artists have used them for lighting and reflections in their own projects. A small collection of these renders can be seen in the Modo gallery on my site.

Game Developers Conference 2007

March 2007

Contributing Artist for a talk given by Mark Cerny, John Olick, & David Simpson

- Created the art materials used during the talk on RSX Best Practices.
- 'George the treebeast' was used in the talk, which was my test creature during the ICE team project.

Siggraph 2006

July 2006

Contributing Artist for a talk given by Naty Hoffman, Dan Baker, & Jan Kautz

- Created the art materials used during Naty's talk on Physically Based Reflectance for Games.
- The art materials for the presentation consisted of a high resolution character bust created in zBrush and accompanying screenshots for the zBrush->Maya->PS3 art pipeline.