

Brady Harkonen

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3D Character Artist

Visionary and high-energy young professional recognized for savvy technical skills and highly creative outlook. 4 years of collected knowledge and experience in the area of 3D modelling. Recognized as a passionate and determined worker; compelled to troubleshoot problems and highly motivated to complete projects.

Key Competencies

- Software: Maya, Zbrush, Photoshop, Substance Painter, Topogun.
- Organic/Hard Surface Modeling
- Optimization for Game Development, High Resolution Sculpting, retopology.
- Composition, Light, Colour, PBR Texturing, Cinematography.
- Focus on modelling Form, Shape, Structure, and Silhouette.
- Collaborative with great communication skills, but also self-motivated enough to work independently.

Professional Experience

Nordmin Engineering - Thunder Bay, Ontario, Canada

[13 Nov 2018 - 16 Feb 2019]

3D Modeller

Architectural modelling and site visualization for display in client proposals. Site display including landscape, props, vegetation, substation layout, and utility pole/transmission tower placement.

Complicated Dice - Thunder Bay, Ontario, Canada

[March 2015 - July 2017]

3D Modeller/Photographer

Cover art and music video visualization. Primary artist and photographer for electronic music producer ProfessorDice.

College Pro Painters - Richmond, British Columbia, Canada

[February 2017 - March 2017]

Marketing

Education & Training

Vancouver Film School - Vancouver, British Columbia, Canada

[October 2015 - October 2016]

3D Animation & Visual Effects - 3D modelling specialization

Confederation College - Thunder Bay, Ontario, Canada

[September 2014 - April 2015]

Interactive Media Development