



BRENDA KARENA RAZA

3D MODELER

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OBJECTIVE

Combining twenty years of versatile design, print and graphic design art direction experience towards 3D modeling, to develop engaging and captivating interactive games and simulations.

EDUCATION

- University of Central Florida: **Florida Interactive Entertainment Academy (FIEA), MS Interactive Entertainment** 2019
- University of Central Florida: **Visual Language & Interactive Media** • (continuing Graduate education) 2010
- University of Central Florida, **BFA** (specialization in Graphic Design) 1997
- United States Army 1995-2003

SKILLS

Illustration and conceptual design; Graphic Design; Autodesk Maya 2019, Zbrush 2019, Substance Painter 2018, 3D Coat 4.8.20, Unreal Engine 4.21, Unity 2018.3.8, Helix Visual Client (PV4), Adobe Creative Suite, Adobe Flash CC, Adobe ImageReady CC, Adobe Dreamweaver CC, QuarkXPress 10, PageMaker 6.5, Acrobat Distiller 6.0.2, Polaroid Prediction Proofer, Rampage Ripping System, Heidelberg ChromaGraph S3900, CF Banner 6.0, Microsoft Office Suite, Perforce (PV4), Slack, Trello, Airtable, Client 8.4b 12.

GAME PROJECTS

Capstone: "Snowmads"

- Created conceptual design sketch iterations for Characters and Environment set in a winter mountain region. Developed and modeled Environment assets, as well as props; UV'd and textured in 3D coat for a hand painted look, as well as in Substance Painter. Prepared assets for Perforce (PV4) and created materials and blueprints in UE4.
- Increased the detail design look for my team; collaborated with 14 students for the creation of a cohesive real-time game cinematic for vertical slice. Weekly sprint meetings and continuous scrum deadlines led to successful gaming experience.

Rapid Prototype Games

- Collaborative brain-storming sessions and expeditious asset creations for a series of two week deadlines for six Rapid Prototype production (RPP) games taken to its final game engine stage.
- Achieved the **"Best of Fun" Award** for **"Dinner Draw"** an RPP game, where I developed a "cowboy" brand for the game and created 2D illustrations for placement into Unity.

A.R. Magic Leap game: "Oasis"

- Group collaboration with an SME led to the successful development of "Oasis" that tests executive function in high school students by interaction with linking (modeled) DNA strands in a scientific lab experience. *Oasis* strives to ultimately replace the current paper testing Wechsler Intelligence Scale for Children (WISC-V).
- Successfully sculpted a female bust for the *Scientist* in Zbrush, prepared retopology in Maya and UV'd. Prepared the high and low LOD's for baking in Substance Painter, as well as created materials for final stages in Unity, and pushed all assets to PV4.

V.R. experience: "The Tales of Thomas Carnacki"

- Successfully created environmental assets for a mystery/murder scene taking place in an arboretum. Collaborated in a team environment for scrum and cohesive asset production.

AWARDS

- "Best of Fun" Award** - Rapid Prototype Production - 2018
- Graphic Design Award** - Society of Professional Journalists - 2008
Best Design Cover - *Sports Preview Cover*
- Charlie Award for Design Excellence** - 2005
Best Photo Illustration *"Changes Impacting Audio's Future"*
- United States Army Achievement Medal** - 1996 - 143rd Transcom Unit
- United States Army Achievement in General Excellence Award** - 1995
Basic Combat Training

Fluent in Spanish

References available upon request.