

*Recent Work?

*Studio Voltz [May. 2014 - Present]

- Senior Artist - Contractor
- Creating both character and environment art for various projects, including several Marvel games and "The Legend of Zelda: BOTW"
- Currently working on a part-time contract basis

*Dreamkit Games [Aug. 2013 - Jan. 2017]

- SuperPro Snowboarding (iOS)
- Freelance character, environment and prop art
- Significant contribution to overall art style
- Integration of 3rd-party "branding"

*PopCap Vancouver [Feb. 2012 - Jan. 2013]

2D/3D Artist

- Worked on several hidden object (HOG) games, including "Amazing Adventures" on PC & "Hidden Agenda" for Facebook
- Permanent full time contract

*Motivation?

To create the greatest entertainment this world has seen with others who are just as passionate!!

the ideal
ARTIST

*Other Work?

*Rabbit Hole Interactive [Mar. 2011 - Aug. 2011, Oct. 2011 - Nov. 2011]

- Senior Environment Artist on "The Strike" (Wii)

*United Front Games [Feb. 7 2011 - Feb. 22 2011]

- Texture Artist on "True Crime" (Contract)

*Ubisoft Vancouver [July 2008 - Aug. 2010]

- Environment/Texture Artist on "Pure Futbol" (PSS, 360)

*Backbone Entertainment [June 2006 - July 2008]

- Environment Artist on "Monster Lab" (Wii) and "Sonic Rivals" (PSP)

*EA Blackbox [June 2003 - Feb. 2006]

- Tech/Environment Artist on "Need for Speed" (Most Wanted and Underground 1 & 2)

*Education?

Yoobee School of Design
Auckland, New Zealand

- Currently enrolled in the Advanced 3D Graphics Level 7 course, graduating Dec. 2018

Robert Bateman Secondary Highschool Graduate

- Took Courses in Media and Design, including 3D Graphics

*Accolades?

1997 Robert Bateman Secondary
Technology Student of the Year

1996 & 1997 Skills Canada
Provincial Gold Medals &
National Silver Medals for
3D Animation

..the Verdict..?

Brent Kirby



Me!!

*How to Contact?

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ArtStation: <https://flippednormal.artstation.com>

*Please contact
for References*

*Mad Skillz?

Game Artist

- Tech Art, Environment Art, Texture Specialist, Concepts and Design.

Freelance Artist

- 3D Graphics (real-time and pre-rendered), illustration, and video editing

Software

- Expert proficiency with Maya, 3DS Max, Photoshop, ZBrush, Substance Painter, V-Ray, Unreal Engine, Unity, and extensive experience with many other graphics-related programs, including Nuke, After Effects, Premiere, and many others...