



JAMES BRADY

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ABOUT ME

James Brady is an experienced artist living in Ireland with a decade of experience in the video games industry, who's work has been featured in both Triple A and indie titles among Xbox, PlayStation, Switch and PC platforms.

James has also worked with many AAA and Indie studios alike, across the globe. He has a strong background in creating high quality art for games and enjoys both realism and stylized art, along with being an experienced leader having a breadth of knowledge in structures, pipelines etc along with supporting and maintaining vendor/outsourcing relationships on AAA projects. This also includes appreciation, understanding and best practices to ensure art meets AAA standards in both quality and performance for PC/Console target platforms.

James has worked with many different tools from internal to external tools like 3Ds Max, Maya, Blender, Zbrush, Substance suite, Quixel suite, Marmoset and Photoshop. Besides those tools, he has experience with many types of production tools such as Hansoft, Jira, Slack, P4V, and others. James is also versed in Unreal 4/5 along with having experience in other proprietary engines.

WORK EXPERIENCE

 **PARALLEL STUDIOS** – TORONTO, CANADA

LEAD ENVIRONMENT ARTIST - REMOTE – 10/10/2024 – CURRENT

Lead Environment Artist at Parallel Studios in Toronto, remotely from Ireland - building their upcoming AAA Third Person Extraction Shooter: Sanctuary in Unreal Engine 5 from the ground up.

Owning the topic of Environment Art on their project, creating pipelines, Environment Art for Sanctuary alongside owning and maintain documentation via Notion for their project. Enlisting outsourcing support, tasking/managing and reviewing all outsourcing for the project as a single Environment Artist on Sanctuary. Working closely with Concept Art, Level Design and Tech Art members on the team to achieve our visual AAA target for the project that is also performant.

Daily duties are:

High level meetings with Art Direction, Concept, Level Design and company stakeholders.

Playtests with LD and design to ensure location meets requirements.

Environment Art Pipeline creation/oversee and management.

RnD pipeline development and External partner alignment with technical art requests.

Outsourcing schedule/planning.

Marketing art for social media.

Recruitment, applicant interviews.

Housekeeping of all internal/external documentation.

Brief preparation and creation of Jira tickets/epics and time estimate management for our external teams.

Supporting production with Milestone planning and estimates.

Outsourcing Review/Feedback/Implementation.

Location Ownership from Blockout to art final.

Architecture/Prop/Trim kit creation and full environment art production.

Engine integration, Set dressing, Blueprint creation and PLA Level instancing actor integration.

Material Library authoring, housekeeping and management in both Adobe and Quixel suite.

Unifying values across material library for both performance and visual consistency.

Optimization, profiling, collision and over-all housekeeping of locations for both gameplay and performance.



FREELANCE ARTIST – 01/05/2017 – CURRENT

Freelance artist in the video games industry, providing services in Environment and Prop Art.

 **BUILD A ROCKET BOY LTD** – EDINBURGH

LEAD ARTIST - REMOTE – 22/05/2023 – 20/02/2024

Affected by the Layoffs at Build A Rocket Boy LTD

Lead Artist with Build A Rocket Boy LTD in Edinburgh, remotely from Ireland on their AAA project, Mindseye in Unreal Engine 5. Looking after a team of artists in Edinburgh, France and Budapest.

When I joined, I re-wrote our entire pipeline at the studio for both prop/weapon art creation, helping to boost the morale and performance of our internal and external teams along with solidifying proper review process for our internal and external teams too. This also includes supporting both internal and external art teams as a lead, to ensure they are creating high quality art while

being mindful of performance and keeping their art optimal as possible for the project, following strict guidelines for Nanite etc. I also provide art-direction support on both the props and weapons we create for Mindseye.

I also work heavily with production and tech art, helping to establish better pipelines for both prop/weapon art in the project, perform housekeeping on outdated/legacy content in the game too, helping to both reduce over-all memory footprint and maintain a consistent up to date library of all our content. I also work heavily with Rigging, Animation and Design to ensure both Hero props/ weapons are meeting the requirements for Mindseye.

I also host bi-weekly alignment calls with my team to review their progress, both provide and receive feedback on what I can do better, as a lead to support them on a AAA project. I also participate in daily meetings with other departments covering aspects of the game, helping to establish/problem-solve issues that arise and work with production to then action these requirements with my team.

Daily duties are:

- High level meetings with departments such as Animation/Rigging, VFX, Environment Art and Art Direction
- High level meetings and management of our Outsourcing Partners regarding both Props and Weapons for Mindseye.
- Brief preparation via Jira and time estimate management for our internal and external teams.
- Supporting production with Milestone planning and estimates.
- Supporting our internal and external artist's with prop duties on Mindseye / providing support and feedback.
- Applicant reviews and interviews.
- Engine integration, set dressing, blueprint creation and PLA Level instancing actor integration.
- Optimization pipelines for content in Mindseye along with optimizing legacy content for performance.
- Supporting our VFX team with Chaos destruction and physics implementation on the content we create.
- Supporting Technical Art/Engineering on performance - working closely to ensure all prop content is optimal for the project.

 ART BULLY PRODUCTIONS LLC – RALEIGH, NC, UNITED STATES

LEAD ARTIST - REMOTE – 10/02/2021 – 30/07/2021

Lead Artist at Art Bully Productions LLC.

Creating content for AAA clients, managing art teams in Raleigh, Belgrade along with External contractors. Communicating with both artists and clients, review/QA and implementation for clients. Meetings, task management and planning too.

Clients:

- Hi-Rez Studios

Projects:

- SMITE
- Rogue Company

 NEXT GEN DREAMS 3D – MELBOURNE , AUSTRALIA

LEAD ARTIST - REMOTE – 01/05/2019 – 20/12/2020

Lead Artist at Next Gen Dreams 3D.

Looking after Ghost Story Games 'Irrational games' on their upcoming game - Judas

Working directly embedded, with the studio's principal artist on any ad hoc tasks and duties along with content creation + implementation, setup in engine for world level team and optimization on their next exciting IP. Includes asset creation along with utilizing midpoly workflow with existing trim sheets and such, both for props and architectural elements.

Other tasks involve handling external contractors and reviewing/QA'ing deliverables from contractors and providing feedback prior to submitting to Ghost Story Games via engine and source control. This involves task management and time management for contractors tasks too. Utilizing Hansoft for task/time management and P4V for source control

Clients also include:

- Haemimont Games
- Redbeet Interactive
- Void Interactive

 ROCKSTAR GAMES – LEEDS, UNITED KINGDOM

JUNIOR ARTIST - IN HOUSE – 01/06/2016 – 30/04/2017

Junior artist at Rockstar Games on Red Dead Redemption 2 and GTA Online.

Tasks: Optimisation, collision, art polishing, decal placement, nav-mesh adjustment among other tasks.

 CREATIVE ASSEMBLY – HORSHAM, UNITED KINGDOM

QA TESTER - IN HOUSE – 01/09/2015 – 30/05/2016

QA Tester at Creative Assembly on Total War: Warhammer + DLC

Tasks: QA testing, support art team on bugging art issues



TESTIMONIALS

Sebastian Livall - Art Director - BUILD A ROCKET BOY - MINDSEYE

I highly recommend James for his outstanding work as a Lead Prop Artist at Build a Rocket Boy. James was not only a beacon of positivity within the team but also demonstrated exceptional technical prowess in 3D asset creation and Unreal Engine. As the prop team lead, James played a pivotal role in enhancing team collaboration and workflow efficiency, contributing significantly to improving visual quality and technical implementation. His dedication and expertise make him a valuable asset to any team or project.

Brendan Cohoe - Technical Art Director - BUILD A ROCKET BOY - MINDSEYE

I had the pleasure of working with James at Build A Rocket Boy, where he served as the Lead 3D Props Artist. James is an exceptionally talented artist with a keen eye for detail. His work consistently elevated the visual quality of our projects with his creativity, expertise, and strong technical art knowledge. James's deep understanding of both the artistic and technical aspects of game development allowed him to create highly optimized assets without compromising quality. His technical art knowledge was invaluable in solving complex challenges, optimizing workflows, and ensuring smooth integration of assets into the game engine. Beyond his technical and artistic skills, James is a fantastic colleague who brings a positive attitude and a great sense of humour to the workplace. He is reliable, hard-working, and always willing to go the extra mile to ensure the success of the project. I highly recommend James for any team looking for a talented artist.

Jennifer Watters - Games Audience Marketing - AUTODESK

It has been a joy to work with James! He has collaborated on Autodesk articles and research. His expertise, knowledge, and willingness to collaborate have been incredibly helpful and inspiring to many.

Chad King - Lead Artist - GHOST STORY GAMES - JUDAS

I have worked with James over several years and have experienced his dedication, his follow-through, and his commitment to excellence during this time. James has shown exemplary communication skills, a flexibility to pick up, learn and to improve upon new workflows, as well as maintain a level of professionalism and decency that anyone would welcome in their workplace. James has been both admired and respected at my studio. He has consistently demonstrated an ability to rise to any challenges that he should face and the foresight to enlist support, research, or any necessary additional resources to achieve the goals set out in our briefs. In conclusion, I would like to restate my strong recommendation for James Brady. I have no doubt he will make a strong addition to your team.

Andrew Kerschner - Art Director - TRIPWIRE INTERACTIVE - KILLING FLOOR 3

It's been a pleasure working with you and getting to know you. I've enjoyed your Eagerness, Positivity, and Willingness to help where needed and helping us create an amazing looking Game.

Steve Gaynor - Co-founder - FULLBRIGHT - NDA

James has been super communicative and has jumped at the opportunity to acclimate to a new art style for the project. The quality of his deliveries is great, and he doesn't hesitate to incorporate feedback toward the game's visual goal. Looking forward to working with James more in the future!

Noah Kim - Founder/Creative Director - NEWKINO

When searching for a 3D Artist for NewKino's rebrand, we weren't looking for just technical skill - we needed someone who would care about our vision as much as we did. James proved to be exactly that person. His intelligence, passion, and dedication to the project exceeded our expectations, as he poured himself into understanding and elevating our brand through every cinematic detail. James's proficiency with 3DS Max and Substance Painter, combined with his thoughtful process and ability to work seamlessly with our team of producers, art directors, and artists, helped transform our vision into reality. I look forward to our next collaboration

EDUCATION AND TRAINING

Cavan, Ireland

GAME DESIGN - DIPLOMA Cavan Institute

LANGUAGE SKILLS

Mother tongue(s): **ENGLISH**