Brian Mayberry

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Experience:

2013-Present   **Steamburger Studios**   Dallas, TX
<u>Lead Developer / Founder</u>

Created an indie studio persona to expand my skills and experience in all things game development and Unity3D. Released a small arcade style game *Cannon Ballers* for Android, which went on to become an Amazon FireTV launch title. In production of a new PC game, *Let's Go Camping!* which was recently invited to join Valve's Steam platform via a successful Greenlight voting campain. Participated in LD48 #28 compo with: *A Rose in the Rain.*

Http://www.steamburgerstudios.com

2012-2013   **Trion Worlds:** *Defiance (PC, PS3, XBOX 360)*   San Diego, CA
<u>Cinematic Designer</u>

Created over 40 in-game cutscenes, utilizing Trion's in-house cinematic tool (NLE) to produce and polish content. Collaborated closely with narrative and game designers to develop an engaging story. Requested mo-cap animations, art, audio, and VFX assets while keeping cinematics within console budgets. Utilized a FaceFX pipeline to create and polish lipsync data. Additional cinematic content produced exclusively for use with marketing.

2011-2012   **Hospital Housekeeping Systems**   Austin, TX
<u>IT Specialist / Photographer</u>

First line defense for internal and remote IT support for a nation-wide hospital housekeeping service company, headquartered in Austin, TX. Responsibilities included working on all actionable IT related projects and tasks, as well as the use of my cinematic skills to head up corporate event photography, and the production of multiple internal-use training videos.

2010-2011   **BioWare Austin:** *Star Wars: The Old Republic (PC)*   Austin, TX
<u>Cinematic Designer</u>

Responsible for generating and maintaining cinematic content across several planets and companion characters. Setup cinematic staging, lighting, music, VFX, SFX, and animations utilizing a vast library of assets. Worked very closely with a cross-disciplined team of writers, artists, and designers to ensure the highest quality of narration for each of our assigned worlds.

References are available by request.

2005 - 2010	**Sunnyvale I.S.D.**	Sunnyvale, TX

Sunnyvale I.S.D.
<u>IT Support</u>

   Implementation of Apple Server and authentication procedures. Designed school website for the 2009/2010 school year. Deployed time-saving support desk ticketing system. Daily tasks included printer and projector maintenance, computer lab upkeep, ensuring network up time, and assisting students with technology projects as needed. Taught a special class on film-making 101, assigning each student a realistic job on our set.

2005 - 2006   **SummerTech Computer Camps**   Purchase, NY
<u>Professor of Machinima / Camp Counselor</u>

   Oversaw and ran the Machinima course, for kids ages 8 - 16. Responsibilities included lesson planning, instruction, day and night supervision of students, coaching sports, parental communications, mentoring counselors-in-training, and organizing the student film festival.

<u>**Education:**</u>

2002 - 2004   **Texas State Technical College**   Waco, TX
<u>AAS in Digital Media Design</u>

   Studied 3DS Max, Adobe Photoshop, Premiere, After Effects, DVD Authoring, Web Design, Business Law, and Commercial Printing. Created various 3D animations, and student short films. Worked with a team of students to produce a complete marketing campaign for a local non-profit group, including TV spots, billboards, new website, and an interactive CD-ROM.

<u>**A+ and N+ Certified**</u>

<u>**Skills:**</u>

- Complete IT Support for Windows, Mac, Android, and iOS Devices.
- Familiar with 3DS Max, Maya, MS Office, and Adobe CS products.
- Understanding of video game engines such as Unity, Hero, Unreal.
- Able to effectively absorb, utilize, and thrive on feedback and critique.
- Production of digital video content in a corporate environment.
- Corporate Portrait Photography.
- HTML/CSS web design for personal and client projects.
- Publishing APPS for Google Play, Amazon, and Ouya store fronts.
- Avid gamer with a special love for sandbox, FPS, and adventure titles.

References are available by request.