

Bria Peters

Environment and Prop Artist

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EDUCATION

Texas A&M University College Station, TX
Master of Science in Visualization August 2022 - Present | Expected Graduation Date: August 2024

The University of Texas at Austin Austin, TX
Bachelor of Arts in Studio Art, Minor in Art History August 2017 - May 2021

WORK EXPERIENCE

Texas A&M University College Station, TX
Graduate Teaching Assistant **August 2022 - Present**

ARTS 149: Art History Survey I (August 2023 - Present) | ARTS 150: Art History Survey II (August 2022 - May 2023)

- Helped students understand important themes and concepts relating to art and architecture from ancient times to the present
- Provided support and assistance to the professors of each course, such as organizing the online Canvas page for the class and responding to student emails
- Graded assignments and exams in a timely manner while giving students detailed feedback on their work

Luminary - Video Game | Summer Industry Course College Station, TX
Environment Artist, Project Manager May 2023 - August 2023

- Held by Texas A&M University in collaboration with Bluepoint Games, accepted students created a game using Unreal Engine in ten weeks
- Produced Medieval German assets utilizing Maya and Substance Painter for modeling, UV unwrapping, and texturing, while implementing feedback from industry mentors and professors
- Contributed to white boxing the environment in Unreal, arranged final assets in the scene, and applied collisions to models to ensure smooth gameplay
- Managed a team of five individuals by creating asset lists, PowerPoint presentations, and hosting group meetings

PROJECT EXPERIENCE

Shell You Be Mine? - Animated Short Film | (WIP) College Station, TX
Environment Art Lead January 2024 - Present

- Collaborated with over twenty visualization students to create a two-minute animated short under the guidance of industry mentors from Pixar, Dreamworks, and Marvel Studios
- Modeled and UV unwrapped beach-themed props in Maya, in addition to surfacing them using Substance Painter
- Made sure the art direction of environment and prop pieces were cohesive in terms of color palette, modeling style and function

Athena's House - 3D Environment | (WIP) College Station, TX
Environment Artist August 2023 - Present

- Created a stylized, ancient Greek-inspired 3D environment in utilizing Maya, Unreal Engine, Substance Designer, and Substance Painter
- Responsible for all aspects, including concept, modeling and UV unwrapping, texturing, layout, set dressing, lighting, and rendering
- Developed texture maps in Substance Designer and Painter and applied them to my scene using Unreal Engine's Material Editor

EXTRACURRICULAR ACTIVITIES

- Visualization Graduate Students Association | Events Director October 2022 - Present
- Viz Industry Fair Committee | Event Management Volunteer August 2023 - Present
- Chillennium 2024 | Participant March 2024
- Landmarks Preservation Guild | Volunteer August 2020 - May 2021

SKILLS

Software: Autodesk Maya | Unreal Engine | Adobe Substance 3D Painter | Adobe Substance 3D Designer | Houdini | Rhinoceros 3D | Adobe Premiere Pro | RenderMan | Microsoft Office | Google Workspace | Canvas LMS

Relevant Coursework: 3D Modeling & Animation | Rendering & Shading | Algorithmic Design Houdini | Virtual Reality | Digital Fabrication | History of Ancient Architecture | Drawing