

Sean Bryant



[Philadelphia, PA]



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[seanartworkdigital@gmail.com]

Education:

[August 2018 – August 2022]

[Bachelors of Fine Arts in Game Design]

[Major Game Art]

[University of the Arts] | [Philadelphia]

Work Experience:

[July 2021 – August 2021]

[Mural Project Summer Internship]

[Mural Arts] | [Philadelphia]

- Mixed and matched paints according to customer specifications.
- Protected surfaces from damage and spills by using drop cloths prior to and during painting.
- Obtained correct dimensions and specifications by properly measuring areas.

Skill Set:

- Photoshop
- ZBrush
- Maya
- Substance Painter
- Traditional Art

Projects:

- Senior Project - Dream World
 - A Virtual Reality game for players to explore and express to grab crystals to change the light source in the environment. That has helped me to win Game Arts Awards this semester. I give big thanks to Cody Smith that helped me with VR coding. And Joseph Kennedy to set up the VR with Cody.
- Freshman Group Gameboard Project - Galaxy War
 - This was my first group project. It turn out to be an accomplishment. I've had to work on the gameboard design. And my two partners had to work on the mechanics.

Website:

[Artstation]

[Portfolio]

<https://seanartworkdigital.artstation.com/>