(405) 308-5293
www.brettcarel.com
brettcarel@gmail.com

BRETT CAREL
SR. TECHNICAL ARTIST

SKILLS AND SOFTWARE

- Unity Engine, Adobe Software Suite (Photoshop, Illustrator, InDesign, XD), Perforce, SourceTree (Git), Jira, Gridly, Notion, C# Scripting
- iOS and Android Platform Knowledge
- 10+ years of industry experience - Over 12+ titles with 500+ million downloads accumulated

EXPERIENCE

Senior Technical Artist - Monumental (June 2023 - Jan 2024)
Shipped Titles (iOS & Android) - Coin Dozer - Coin Dozer Adventure - Taps 2 Riches

- Lead Project Artist for Flagship Coin Dozer game with over 100M+ downloads
- Oversaw gargantuan task of converting multiple projects from nGUI to uGUI, facilitating future support
- Optimized UI for smoother gaming, better performance and resource management on diverse devices

Senior Technical Artist - Game Circus (Feb 2013 - Jun 2023)
Shipped Titles (iOS & Android) - Coin Dozer - Coin Dozer Adventure - Coin Dozer Casino - 4 Pics 1 Song 4 Pics 1 Movie - Merge Zoo - Clash Tactics - Brick Breaker Hero - Taps 2 Riches - Shark Tank Tycoon Prize Claw 2 - Paplinko

- Led comprehensive art development meetings, demonstrating adept collaboration, research and development, and problem-solving skills, ensuring seamless integration of art assets in various projects
- Served as a key point of contact for art-related needs, showcasing leadership by coordinating with artists and ensuring the timely delivery of high-quality assets to meet and exceed project deadlines
- Spearheaded the structuring of multiple project hierarchies, implementing asset management systems and establishing naming conventions for consistent implementation across projects within Unity
- Successfully managed language localization efforts, covering Unity implementation and training, ensuring a smooth and culturally relevant gaming experience for a global audience
- Collaborated with outsourced studio technical and artistic resources, streamlined pipeline for 2D and 3D art, and provided thorough documentation for asset implementation, enhancing cross-team collaboration
- Developed prototypes within Unity to test art and design features, showcasing innovation and a hands-on approach to refining game elements before final implementation
- Created VFX for game play and UI using Unity's Shuriken and Visual Effects Graph systems orchestrating choreography of particle systems with animations to create complex user experiences
- Developed shaders for both 3D and 2D applications using HLSL and Shadergraph
- Bug fixing and problem solving issues within Unity

Jasco (General Electric) - Lead Graphic/Web Designer (2005 – 2013)

- Lead graphic design team in charge of acquiring new product lines with major retailers such as Target, Wal-Mart, Lowes, Home Depot, & Best Buy
- Created product packaging for GE technology 500+ products line
- Researched and implemented version control methods for art assets; created needed QoL tools

EDUCATION

Academy of Art University, San Francisco, CA

Oklahoma City Community College, Oklahoma City, OK