



# **BRANDON SCHAPEKAHM**

[www.theschap.com](http://www.theschap.com)

5409 30<sup>th</sup> Ave S  
Minneapolis, MN 55417

(651) 338-1956  
[schapekahn.brandon@gmail.com](mailto:schapekahn.brandon@gmail.com)

## **Objective**

To secure a position utilizing my talents and skills as a visual design artist within a challenging and creative environment.

## **Education**

The Art Institutes International Minnesota, Minneapolis, MN 09/2003-  
Bachelor of Science degree in Media Art & Animation 06/2006

- Received first place recognition in modeling melee for organic model

Minnesota State University, Mankato, MN 09/2002-  
Studied Computer Engineering 06/2003

## **Skills**

### **Technical**

- Maya and Mental Ray
- Photoshop
- 3ds Max
- Zbrush
- Illustrator
- Audacity/ Pro Tools
- After Effects
- Dreamweaver
- Flash
- Actionscript 3.0
- Wordpress
- Word Processing
- Unreal Engine 3 (UDK)
- Painter

### **Creative**

- Concept Design
- Storyboard
- Sculpture
- Flash/Interface Design
- Character Development
- Writing

## **Certificates**

- Alias certified training certificate – Maya Rendering 09/2005
- Alias certified training certificate – Learning Maya Foundation 11/2005

## **Employment History**

**Johnson Center for Simulation** 08/2006-  
Senior Digital Artist Present  
[www.johnsonsimcenter.com](http://www.johnsonsimcenter.com)

- Creating 3d environments and characters; Creating games, interfaces, and animations in Flash; Updating website HTTP and PHP; Speaking and assisting at conferences and presentations; Designing looks and mechanics of games; Concept art; Assisting with scripting and programming AS2.0 & 3.0; Play testing