

BRANDON SCHAPEKAHM

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Objective

To work in a vibrant and ever changing business where creative ideas and designs help build a better business and improve the lives of its clients.

Education

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

Employment History

Raven Industries 05/2011
GUI Designer Present

www.ravenprecision.com/

- Developing flexible graphic user interfaces that are powerful and intuitive for use in precision agriculture; Designing screen flows, layouts, animations, interactions, and graphics to create a modern interface that provides a great user experience

Johnson Center for Simulation 08/2006
Senior Digital Artist 05/2011

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

Skills

Technical

- Photoshop
- Balsamiq Mockups
- 3ds Max & Maya
- After Effects
- Illustrator
- Audacity
- Zbrush
- Unity
- Git
- Actionscript 3.0
- Wordpress
- Word Processing
- C++
- Javascript

Creative

- Concept Design
- Storyboard
- Animation
- Interface Design
- Project Management
- Writing