Brian Traynor

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Objective

To achieve an opportunity to create, collaborate, and cooperate on imagery that enhances the players experience with Riot Games' projects.

Education

2015   B.F.A, Studio Art, Concentration in Painting

Minor, Interactive Media Studies

Miami University, Oxford, OH.

Related Experience

2014   Art Director, Game Design Program, Miami University, Oxford, OH.

Overseeing the creative decisions of a commercial game project. Assisted and managed all creative decisions in the game and implementation.

- Managed the art team in a production pipeline. *Working under tight conditions to produce a deliverable while acting as the art director and an artist. Understanding of team management and leadership.*
- Directing conceptual decisions. *Understanding the audience and the scope of our project in an industry and how best to be successful. Filtering ideas that are not executable or interesting to the public. Extracting the most out of a singular idea.*
- Created concept art, 3D models, and texturing of said 3D models. *Confident in abilities to create imagery quick to not hold up development that also needs to be interesting. Contributed severely into the aesthetic of the commercial deliverable.*

Group Exhibitions

2015 "A Juxtaposed Matrix of the Metaphysical Relationship between Spiritualism and Retrospective Deconstruction of Postmodernism"

Hiestand Galleries, Miami University, Oxford, OH.

Skills

- Understanding of Photoshop and its capabilities in digital painting and other visual imagery.

- Proficient in early conceptual decision making, brainstorming, and design to best serve the player base.

- Ability to give and receive constructive feedback on formal qualities of work such as color, form, lighting, and compositional setting.

- Competent in traditional painting and drawing media.

- Knowledgeable of printmaking methods such as Intaglio, Relief Printing, Etching, Lithography.

- Familiar on basic levels of Maya 3D Modeling, Unity Game Engine, and HTML/CSS.