



Brandon M. Stone

Senior Environment &
3D Technical Artist



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www.bstone.design

I'm an artist and designer who works at the intersection of many fields of design. My current work and research explores both the design and technical aspects of Video Game, AR/VR, Movie Production, and Exhibition design, Sports Broadcasting, and Museum Installations.

Digital Modeling

Unreal Engine, AutoCAD, 3DS Max, Tyflow, PhoenixFD, Revit, Rhino 3D, SketchUp, Skatter, Grasshopper, Kangaroo, Vectorworks, Processing, Digistar 7

Digital Graphics

Adobe Photoshop, Illustrator, InDesign, After Effects, V-Ray 5 + NEXT, DaVinci Resolve, Quixel Mixer

Physical Modeling

3D Printing, Arduino, CNC Fabrication, Laser Cutting

Other Software

Perforce

Spoken Languages

Proficient in English, Intermediate in German

EXPERIENCE + AFFILIATIONS

2022 SENIOR ENVIROMENT AND 3D TECHNICAL ARTIST @ COSM
April 2021 - Present

Creation of realtime landscape/environments (Including 3D mesh and materials), 3D assets and UV maps, 8k Runtime Virtual Textures for landscapes/blending in UE4. Composing levels (Including environment effects / rigging lighting) in UE4. Importing / Application / Optimization of Meshes and Materials in UE4. Importing / Exporting assets via Datasmith and Visual Dataprep. Creation of user interface widgets (Pause, Settings, Main Menu) screens within UE4. Creation of trigger events in UE4. Rigging camera movement to splines to create automated tracking shots in UE4. Creation of character animations within 3DS Max and importing them into UE. Rigging/animating characters/vehicles/other assets to splines to move at runtime in UE4.

Creation of rendered 8k 3D stereoscopic videos. Created dynamic scaling techniques for viewing of 16:9 content on large format digital screens.

2021 TECHNICAL ARTIST @ COSM
May 2021 - April 2022

2020 ARCHITECTURAL DESIGNER @ SHEPLEY BULFINCH ARCHITECTS
April 2020 - May 2021

Lead Visualization artist on Dartmouth College's Berry Library, Loyola University's Beatty Hall, and Harvard University's Medical School Library. Conceptual space programmer on Trinity Health of New England Master Plan, Baystate Health, and Trinity College Vernon Social renovation.

2017 ARCHITECTURAL DESIGNER @ KING + KING ARCHITECTS
June 1, 2017 - March 2020

Lead exterior and interior lobby designer on Oswego Health Behavioral Health Center. Lead VFX artist on Oswego BHS, Baldwinsville High School, ManliusMunicipal, United Way Competition, OH Med/Surg, BHG.

2015 Freshman Studio Teaching Assistant
Instructor for the freshman Architectural design studio. Mentored and taught students design fundamentals / design software.

2015 CannonDesign
Architectural Design Intern

2015 Model Fabricator
'Pneu Pavilion' Model Fabricator

2015 B+A/P Fabrication Lab
CNC, 3D Print, Laser Cutter Operator

EDUCATION

2017 University at Buffalo, SUNY
Master of Architecture · Tau Sigma Delta Honors, Dean Scholarship

2015 University at Buffalo, SUNY
Bachelor of Science in Architecture · Cum Laude, Tau Sigma Delta Honors