

Brant Fitzgerald

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Experience

ArenaNet, Bellevue, WA 09/03 – 11/07

<i>Special Effects Artist</i>	GuildWars GuildWars: Factions	GuildWars: Nightfall GuildWars: Eye of the North
<i>Prop Department Lead</i>	GuildWars: Factions	GuildWars: Nightfall

- Successfully created spell effects, character and prop based effects and animation, environment effects, including proprietary particles and animating planar geometry.
- Effectively managed a 10-person prop team by coordinating with leadership, providing scheduling and assignments, and interfacing with third-party sound engineers.
- Collaborated with the internal engineering team to refine the existing effects tool and design a new tool to meet the demands of the next-generation goals.

Beep Industries, Kirkland, WA 2001 – 2003

Level Artist/Special Effects Voodoo Vince

- Assisted with the overall development of the story, gameplay, and humor for the game.
- Consistently produced high-quality levels on a four person team, including modeling, texturing, creating props, pathing, and terrain in collaboration with the technical artist and level designer.
- Produced cinematic stages, the set for the final cutscene, and all effects in alignment with the vision of the art director.

Humongous Entertainment/GT Interactive/Atari, Bothell, WA 1997 – 2001

Animation	Blue's Clues Birthday Adventure Blue's Clues Art Time Pajama Sam 5: You Are What You Eat From Your Head To Your Feet	Blue's Clues Reading Time Blue's Clues ABC Time
Animation Lead	Blue's Clues Treasure Hunt	
Art Lead	Blue's Clues 123 Time	

Tools

3D Studio Max	Maya	Photoshop	CrazyBump
Perforce	MudBox	Microsoft Outlook	Microsoft Office

Education

Mesmer Animation Labs: Maya	2001
Art Institute of Seattle: Design and Illustration AA	1997
Washington State University: Bachelor's Degree in English	1993