

# TREY BROWN

## 3D GENERALIST

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### SKILLS & SOFTWARE

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- 10+ years (7 years professionally) of Maya experience including high/low poly modeling, hardsurface and organic modeling, uving, rigging and sculpting.
- 10+ years (7 years professionally) of Photoshop experience.
- Very strong knowledge of photogrammetry skills and principles (RealityCapture/Agisoft Photoscan).
- 5+ years experience of procedural material creation using Mari's node based graph editor.
- Strong coding ability in writing tools/scripts in Python.
- Strong understanding of Unreal 4.
- 7+ years experience in using Linux.
- Intermediate level using Substance Painter/Designer, Marvelous Designer, Zbrush, Arnold, Houdini, GLSL and SpeedTree.

### LANGUAGE

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Native English speaker  
Japanese - JLPT N4 Equivalent

### NATIONALITY

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I am a natural citizen of the USA with a New Zealand Permanent Residency Visa.

(Currently residing in New Zealand)

### CONTACT

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### WORK AND EXPERIENCE

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#### Weta Digital

2013 – Present

*Senior Virtual Art Dept Artist - Generalist/Technical Director*

- Creating game quality characters, props and environments for Weta's real-time rendering engine "Gazebo".
- Optimizing environments/assets to run at acceptable real-time framerates.
- Developing workflows during the early stages of projects to help speed up asset creation later on.
- Leading small teams of artists in preparing real-time assets.
- Reviewing and critiquing assets and giving artistic notes.
- Establishing and maintaining priorities to make sure tasks are completed within deadlines.
- Working on a wide range of films and projects using a diverse skillset including;
  - Modeling
  - Layout
  - Look-Development
  - Lighting
  - Camera Animation
- Attending/contributing to meetings and maintaining strong inter-departmental relationships.
- Pre-viz/Post-viz work creating characters, wardrobes, assets and environments from artwork and notes.
- Working onset closely with Weta's Mocap department during filming and capture.
- Tech-viz/diagnostic work to help guide onset decisions when filming.
- Creating Python/Linux/Maya based tools and assisting in overall tool development.
- Running Dept training sessions on Maya, Python, Animation, etc.

Notable Film Projects:

- Avatar 2 (Onset Artist)
- Alita: Battle Angel \* (Lead Artist)
- Avengers: Infinity War
- War of the Planet of the Apes \* (Onset Artist)
- Mortal Engines
- Dawn of the Planet of the Apes \*
- The Jungle Book \*\*
- The BFG
- Pete's Dragon
- The Hobbit: The Desolation of Smaug \*

\* - Academy Award Nominee for Visual FX

\*\* - Academy Award Winner for Visual FX

## EDUCATION & TRAINING

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Media Design School      2010 – 2011

*Diploma of Digital Creativity*

## INTERESTS

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In my spare time I love to compose music as well as shoot photography. Of course, I also love to play games. I enjoy almost all genres but I tend to gravitate towards obscure, strange or lesser-known games.

Recently I have found a new interest in photogrammetry and you will find me most weekends traveling near or far to scan something interesting.

Outside of playing games I'm also an avid collector of odd and obscure game controllers!

## REFERENCES

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### **Sam Tack**

*Senior Virtual Art Dept Artist at Weta Digital*

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### **Kristina Russo**

*Head of the Virtual Art Dept at Weta Digital*

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Can supply more on request.

## PERSONAL PROJECTS

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**Heeey! Park-Boy!** **2018**

*Game Design/Coding/Modeling/Texturing/Level Design*

- Heeey! Park-Boy! was a prototype made for the Indie Game Making Contest 2018.
- Made in Unreal 4.
- All models, music, animations, foley, etc created by me.

**A Hat in Time** **2012 – 2013**

*Modeling/Texturing/Level Design*

- Built characters, props and levels based on concept art.
- Contributed to the design of characters/environments.
- Was part of the original Kickstarter team and contributed to the project up until my start at Weta in early 2013.
- Helped develop advertising materials to help promote the extremely successful Kickstarter campaign (Reaching 1000% over their original asking goal - over \$300,000).

**Team Fortress 2** **2009 – 2012**

*Modeling/Texturing/Level Design*

- Was among the some of the first artists to have cosmetics chosen for official inclusion into the game.
- Worked with Square Enix on creating cosmetics for the official cross over with Hitman: Absolution and Team Fortress 2.
- Contributed both cosmetics, weapons and levels to many community based events - some notable events include;
  - Night of the Living Update 2 (Cosmetic/Weapons)
  - Community Medieval Update (Cosmetics/Weapons/Level)
- Was heavily involved with the custom content community offering help, feedback and collaborating on many assets.

**Left 4 Dead - Dead Before Dawn** **2009**

*Level Design*

- I was part of the mod team responsible for creating the custom campaign "Dead Before Dawn".
- I was responsible for helping with the creation of the initial levels of the campaign, as well as developing a workflow for streaming video content on level assets.