

Bradford Smith

Artist | Texture Specialist | Pipeline Developer

<https://www.linkedin.com/in/bradfordsmith3d>

PROFILE

I love a new challenge while helping artists improve their process and content quality.

Throughout my career I've consistently contributed to raising the visual and technical bar for multiple AAA games and studios. I have a strong history of defining and delivering impactful workflow improvements across multiple art production domains. My vertical specialties and Substance expertise has rewarded me with the ability to mentor artists within global studio structures, college programs, and across the industry.

EXPERIENCE

Senior Pipeline Developer EPIC GAMES

Nov 2018 – Present

Projects [Fortnite](#) | [Special Projects](#) | [Undisclosed](#)

Accomplishments

- Texture tools vision holder and Substance SME consultation across multiple projects.
- Create and maintain python pipeline integrations for multiple critical applications including Substance Painter, Substance Designer, ZBrush, and Toolbag.
- Design, build, and maintain DCC agnostic tools and DCC specific plugins that simplify and streamline artist processes across sculpting, baking, texturing, and editor ingestion workflows.
- Building an automation framework that supports large scale Substance ecosystem automation.

Duties

- Write custom integrations and plugins for Substance Designer, Substance Painter, ZBrush, and Marmoset Toolbag.
- Regularly communicate updates to stakeholders and train art staff on tools and processes.
- Communicate and collaborate with external DCC developers for which I develop integrations and plugins for (feedback, bug reporting, beta testing, etc).
- Pipeline and tools support for multiple internal projects, global sites, and external partners.
- Substance ecosystem technical consulting, support, and training across multiple teams and studios.

Senior Texture / Material Artist EPIC GAMES

May 2016 – Nov 2018

Projects [Fortnite](#) | [Paragon](#)

Accomplishments

- Standardized and modernized the legacy Fortnite texture workflow through the design and development of Substance Designer and Painter workflows, libraries, assets. The result of which was increased consistency, quality, and scalability amongst growing internal and external global development.
- Provided texture domain content and process improvements for both Fortnite and Paragon through workflow design, documentation, and training videos.
- Provided team members with custom plugins for Substance and ZBrush to streamline their workflows (prior to joining the Art Pipeline group).

Duties

- Produced high quality character textures for Fortnite and Paragon.
- Produced and maintained high quality parameterized material functions for use in character materials and effects. Developed and maintained character master materials.

Senior Texture & Shader Artist
NAUGHTY DOG

Nov 2010 – May 2016

Projects **Uncharted 4: A Thief's End | Uncharted 3: Drake's Deception**

- Accomplishments
- Streamlined the texturing and material workflow through the development and maintenance of a studio-wide Substance Designer Pipeline
 - Streamlined outsourcing pipeline through workflow and package standardization
 - Automated internal and external Substance Designer pipeline maintenance through the development of Substance related Python packages
 - Technical Reference acquisition and processing for multiple departments:
 - Color correct environment texture reference
 - Color correct, fully polarized skin tone and cloth diffuse / specular reference
 - HDR, IBL, and relative EV reference
- Duties
- Produce high quality and extremely efficient procedural texture assets
 - Hand sculpt and paint high quality texture assets
 - Modeling, digital sculpting, re-topology, UVs, and baking
 - Communicate with outsourcing vendors and review outsourced assets

Adjunct Instructor
OTIS COLLEGE OF ART & DESIGN

Feb 2012 – May 2014

Designed and developed course curriculum, materials, and taught various courses on 3D content creation and production. Courses included:

- Next-Generation Object and Prop Creation
- 3D Environment Production
- Beginner / Intermediate ZBrush

Senior Lead Environment Artist
ELECTRONIC ARTS - TIBURON

Nov 2010 – May 2016

As a Senior Lead Environment Artist I mentored and collaborated with leads and SMEs across multiple projects and domains.

- Improved Quality and Workflow through research, development, documentation, and mentoring.
- Regularly Developed Artist Training for new workflows, software, and technical concepts.
- Developed camera animations and helped inform broadcast presentation system improvements.
- Collaborated with workflow analysts to improve process and inform tool development.
- Aided in Schedule Development and Management through planning and estimation.
- Broadcast presentation system pipeline research and development; produced key-framed and procedural camera animations
- Art production: Modeling, texturing, shading and lighting of in-game and pre-rendered assets and environments

SELECTED PRESENTATIONS

The Art of FORTNITE: An Evening with EPIC GAMES GNOMON SCHOOL OF VFX, GAMES & ANIMATION

Aug 30, 2018

Discussed and demonstrated the principles and techniques behind the brand new Fortnite texture workflow. (Closed audience, no recording)

Substance Pipeline and Toolset for Paragon Heroes GDC 2017

May 22, 2017

Discussed and demonstrated techniques used in Paragon's custom Substance workflow and toolset. Performed multiple talks and demos on the show floor.

https://www.youtube.com/watch?v=MmJrH2n1_bl

Texturing Uncharted 4: A Matter of Substance GDC 2016

May 16, 2016

Discussed development of and the techniques behind Uncharted's new procedural workflow with Substance Designer. Lecture was performed as a sponsored session. Multiple lectures and demos were performed on the show floor.

https://www.youtube.com/watch?v=UNxOxiR5T_M

STRENGTHS

Substance Ecosystem Mastery | Texturing and Materials | Modeling and Baking | Environment Art Production | Lighting | Photography (Creative and Technical)

Pipeline Development (Python / Qt / JavaScript) | Technical Support | Workflow Management Education and Mentoring

KEY SOFTWARE

Substance Designer | Substance Painter | Unreal Engine | Maya | ZBrush | Toolbag

EDUCATION

Bachelor of Fine Arts - BFA, Computer Animation RINGLING COLLEGE OF ART & DESIGN

2000 - 2004