Brad Jerod Madison
Digital Artist

3D Modeling, 2D Graphics, and Illustrations

www.bjm3d.net www.artstation.com/bigb3d bradmadison@bjm3d.net 562-338-4856

💼 Work Experience

November 2019–Current
Senior Technical Illustrator and 3D Artist
General Atomics and Affiliated Companies, San Diego, California
- Layout creation of 2D illustrations for energy and defense publications.
- Develop 3D interactive visual representations for interactive technical manuals.

May 2016–October 2019
Senior 3D Visual Designer
Gulfstream Aerospace Corporation, Long Beach, California
- Promoted from previous position. Provided advanced, detailed computer renderings of design concepts utilizing state-of-art 3D Graphics Systems.
- Interfaced with high-level clients and sometimes assisted in sales presentations.

August 2014–April 2016
3D Visualization Designer II
Gulfstream Aerospace Corporation, Savannah, Georgia
- Developed 3D renderings of aircraft interior and exterior required for the completion and refurbishment of sales and design.

July 2013–August 2014
Freelance UI Artist/3D Modeler
Ascent Games Inc., Savannah, Georgia
- Designed compelling 2D user interface graphic elements for the game.
- Modeled and textured 3D model game assets.

November 2012–August 2014
CMP Multimedia Designer
Gulfstream Aerospace Corporation, Savannah, Georgia
- Designed and edited computerized maintenance program training videos.
- Developed CMP DVDs and DVD label concepts.

September 2011–November 2012
Technical Illustrator II
Gulfstream Aerospace Corporation, Savannah, Georgia
- Created 2D technical illustrations for aircraft maintenance manuals.
- Produced 3D animations & exploded 3D model illustrations for aircraft manuals.

June 2011–August 2011
Technical Illustrator Intern
Gulfstream Aerospace Corporation, Savannah, Georgia
- Created new icons and graphics for G650 and G280 passenger safety cards.

🎓 Education

2007–2012
MFA in Interactive Design and Game Development
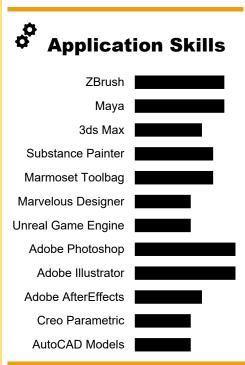*Savannah College of Art and Design, Savannah, Georgia*

2002–2006
BFA in Illustration (Minoring in Animation)
Savannah College of Art and Design, Savannah, Georgia

🪪 References

[Available upon request.]

⚙️ Application Skills

- ZBrush
- Maya
- 3ds Max
- Substance Painter
- Marmoset Toolbag
- Marvelous Designer
- Unreal Game Engine
- Adobe Photoshop
- Adobe Illustrator
- Adobe AfterEffects
- Creo Parametric
- AutoCAD Models

🎨 Professional Skills

3D modeling, texturing, and lighting.

AutoCAD model manipulation.

Low and high polygon modeling.

Hard surface and organic modeling.

Retopology and UV mapping in Maya and ZBrush.

An eye for interior design and architectural structures.

Technical Illustrations and exploded views.

Strong grasp of color, scale, proportion and lighting.

Strong background in traditional arts.

Excellent project management skills.

Excellent team collaboration skills.

Excellent communication skills.

Self-motivated artist, with a strong work ethic.