

Brian A. Heck

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Objective: To secure a responsible and challenging position where I can utilize my experiences, skills, hard work, and determination in a growing environment.

Work Experience:

Feb 2014 – March 2016 Nu Ray Metal Products Grand Terrace, CA
Metal Fabricator

- Stock and Organize Inventory; Create Cutlists for orders; Pull Orders according to picklist specifications; Upkeep Inventory accuracy; Clean and Maintain Warehouse.
- Slit and Bend sheet metal to customer specifications per picklist.
- Load and Deliver orders to specified job sites, Via 1 ton and 3 ton truck.
- In-House Trained Forklift Operator: Loading/Unloading of delivery trucks.

2013 – 2014 Public Works Productions Altadena, CA
Freelance Outliner

- Composite Photographs in Photoshop.
- Outline Product using the Pen Tool for Paths.
- Separate Different Elements of the Photograph into Different Paths.
- Do a Dust and Spot on the Final composite to make it Ready for the Color Department.

2013 – 2014 Cabazon Outlets Cabazon, CA
Freelance Graphic Designer

- Design and Build invites and mailers for The Management Company.
- Create a Video for a “Cabazon Meeting” and build it in After Effects for presentation.
- Design and Create a “Welcome Wall” for the Main Office at Cabazon.
- Update and fix a Hi-res Ad for Cabazon to be featured in Hyatt Indian Wells Magazine.

2005 – 2006 Starcrest of California, Inc. Perris, CA
Data Entry Lead

- Distribute mail orders, production, contests, and maintenance to Data Entry operators.
- Ensure production flow of orders from written to completion.

2003 – 2005 Dolph Gottelli Designs Sacramento, CA
Exhibition Designer

- As a team we planned, designed, and constructed elements for trade shows, conventions, and museum exhibits.
- Create set designs and visual communication formats for public presentation .

2001 – 2003 Starcrest of California, Inc. Perris, CA
Data Systems Clerk

- Operate the data entry department’s computer systems
- Monitor all keyed orders received on a daily basis
- Balance and troubleshoot all orders received
- Transfer keyed orders to IBM reels for processing

1996 TRW Redondo Beach, CA
Computer Science Intern

- Work with networking team to ensure systems management.
- Create company spreadsheets and enter applicable data.
- Maintain graphic integrity and corporate identity of company website.

1995 – 1996 Riverside Community College Riverside, CA
Employment Representative

- Maintain and update confidential files.
- Assist in the processing of hourly time cards and payroll.
- Conduct on-campus job fairs throughout the academic semester.
- Design promotional flyers and posters for campus employment.

Technical Skills:

- HI & Low Poly Modeling
- UV Unwrapping
- Specular, Bump, Normal Maps
- Ambient Occlusions
- Normal Map Baking

Software Skills:

Maya
Photoshop
Illustrator
Unreal Development
XNormal

Education:

2006 - 2012 The Art Institute of California – Inland Empire San Bernardino, CA

- Bachelor's of Science in Game Art & Design
 - Student Worker – Student Store Cashier/Stock Associate responsible for managing and balancing cash drawer, restocking merchandise, assist diverse student population, Kit Distribution for incoming students, and inventory at the end of every quarter.
 - Student Worker – Student Library Staff responsible for opening Library and starting Lab computers, assisted students to find and check-out books, directed students in preparing documents and reports for class.

1994 - 2001 Riverside Community College Riverside, CA

- Associate's in Arts Degree
- Associate's in Science Degree

Creative Experience:

- Level Design Course: Project Director and Concept Designer in charge of overseeing and assigning groups' tasks, modeled assets and completed for level play.
- Game Prototype Course: Modeled partial level, entire soundtrack with triggered sound FX.
- University of California, Irvine: Summer Institute in Computer Science Graduate, 1996.

References available upon request