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Game Development Portfolio: <https://brendanhewson.com/>

## BRENDAN HEWSON // DESIGNER // ARTIST // DEVELOPER

**OBJECTIVE** I am a designer, artist & developer looking to work with like-minded creatives and develop my skill set in a professional environment; with a focus on helping create meaningful interactive experiences.

### SKILLS & ABILITIES

#### DEVELOPMENT & DESIGN

- Extensive knowledge & practice with game design processes.
- Up-to-date knowledge of XR research and development techniques.
- Experience with Figma & Miro for UI/UX Design.
- Proficient in Unity Editor, Godot & Unreal Engine with 7 years of experience.
  - Experience with C#, C & JavaScript.
- Experience developing VR/AR Applications using Unity and creating optimized 3D/2D assets for VR/AR Apps.
- Excellent computer literacy.
- Proficient in 3D asset creation (specifically hard surface modelling) for games & interactive applications.
  - Modelling, rigging, UV unwrapping & animation in Blender, Maya & 3D Studio Max
  - Texturing & PBR material making in Substance Painter & Designer & Photoshop
- Proficient 2D designer & artist –
  - I am highly proficient with Adobe Creative Suite including Photoshop & Illustrator for creating UI assets, illustrations & graphics.

#### PEOPLE SKILLS

- Strong creative problem-solving & ideation skills.
- Excellent ability to collaborate and communicate effectively with a team.
- Enthusiastic about finding accessible solutions.

### EXPERIENCE

#### ROUND ROBIN INTERACTIVE / CREW / ARDÁN

27/08/2024 –

Developing multiple prototypes as part of the Wild Galway Games Incubator 2024 by CREW & Ardán.

#### BURA GAMES – FREELANCE CLIENT

Developed UI & Texture Art for successful Roblox game, Anime Champions Simulator.

<https://www.roblox.com/games/14433762945/Anime-Champions-Simulator>

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**JAMES POOLE – FREELANCE CLIENT**

Collaborated on design & art for [Wee Boats](#), a game with a Summer 2025 release window.

[https://store.steampowered.com/app/3578080/Wee Boats/](https://store.steampowered.com/app/3578080/Wee_Boats/)

**TECHNOLOGICAL UNIVERSITY DUBLIN / VIRAL**

08/09/2022 – 18/03/2024

Research Assistant and developer at VIRaL at TU Dublin, working in 3D art & Unity development for various MR & VR applications.

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EDUCATION

**TECHNOLOGICAL UNIVERSITY DUBLIN, DUBLIN – BA IN GAME DESIGN**

2018 – 2022: 1<sup>st</sup> Class Honours in Game Design

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REFERENCES

**BRIAN VAUGHAN, VIRAL**

[brian.vaughan@tudublin.ie](mailto:brian.vaughan@tudublin.ie)

**EOIN BUTLER THORNTON, ARDÁN**

[eoin@ardan.ie](mailto:eoin@ardan.ie)