



BRIAN CHAPMAN
b r i a n c h a p m a n s w o r k . c o m

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BRIAN CHAPMAN

App Developer, Graphic Designer,
3D and CAD Professional

15+ years of experience, demonstrating a strong
team ethic and professional dedication.

📍 Las Vegas, Nevada

📞 702.481.4599

✉️ pictelforge@gmail.com

🌐 <https://www.brianchapmanswork.com>

Jan 00 - Jan 08

Ironside Engineering & Development Show Low, AZ *Senior Civil Designer*

- Performed design duties for land development projects utilizing Autocad and Civil 3D
- Developed and maintained the company website
- Assisted with reports for proposals for client and agency approvals
- Completed color illustrations for site plans and maps using Photoshop and Illustrator
- Maintained CAD standards and documentation
- Maintained office network and security system

Feb 08 - Jun 21

Westwood Professional Services Las Vegas, NV *Application Specialist*

- Created tools and apps using Autolisp, C# .NET, MaxScript, GIS, and various APIs and SDKs, supporting design teams and increasing production by approximately 400%
- Fulfilled senior civil design duties utilizing Autocad and Civil 3D
- Assisted with marketing materials such as web design, flyers, brochures, illustrations, and proposals
- Completed 3D visualizations, reports, animations, flythroughs, flyovers, and photo simulations utilizing Unreal Engine, 3ds Max, Infraworks, GIS, and CAD software
- Utilized surveys, point clouds, drone data, scan, and GIS technology for precise modeling, mapping, and rendering of site conditions
- Constructed hundreds of 3D terrain and earthwork models to support design decisions and project approvals

Feb 22 - Oct 22

BOSA Los Angeles, CA *Contract 3D Concept Modeler for Unreal*

- Provided 3D services in a client/consultant-style relationship
- Rapidly generated 2D/3D props and environments using Unreal Engine, Maya, Substance Painter, and more for mobile and web development
- Supported development through scripting, lighting, modeling, rigging/animating props, and creation of interactive user interfaces for Unreal Engine
- Optimized 2D/3D content through performance profiles, materials, retopology, and polygon/texture reduction
- Sequenced Unreal Engine cameras and rendered scenes for commercial advertisement and marketing
- Compositing and edited video in After Effects utilizing Unreal Engine and camera-matching techniques
- Provided quick 3D ideation and exploration for pitch decks and proposals

Jan 22 - Jan 23

Trick3D Atlanta, GA *Freelance 3D Artist*

- Provided 3D art and modeling services for software development
- Rapidly modeled and textured assets for mobile development with Unity, Maya, 3ds Max, Zbrush, and Substance Painter
- Rigging, animation, mocap adjustments, and retargeting for Unity with Character Creator, IClone, and Maya

Education

Eastern Arizona College
Thatcher, AZ
A.A.S. Computer-aided Drafting
1998 - 2000
Multiple Honors, 4.0 GPA

Full Sail University
Winter Park, FL
A.A. 3D Art
2021 - 2022
Course Director Award, Advanced
Achievement Award, 4.0 GPA

Southern New Hampshire University
Manchester, NH
B.A. Graphic Design & Media Arts
2021 - 2023
Summa Cum Laude, Alpha Sigma Lambda,
Presidential List, National Society of
Leadership and Success, 4.0 GPA



Volunteer Work

**Higher Orbits
Leesburg, VA**
Graphic Designer
2016 to Present

**AUGI
San Francisco, CA**
3ds Max Content Manager
2013 to Present

Hard Skills

Coding



Graphic Design



3D



CAD



Soft Skills

Creativity and innovation,
communication, time
management and
organization



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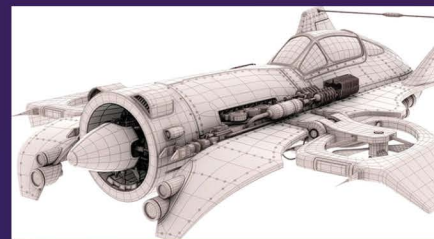
Graphic Design / 3D / CAD Professional

pictelforge@gmail.com

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3D Work

My 3D modeling experience includes building environments and digital doubles of areas like downtown Las Vegas and visualizing the design of pedestrian-friendly urban spaces for interactive presentations, agency approvals, and land development initiatives. I've also developed 3D environments and content for software used in the airline industry, applications on Google Play, and spaces for the Metaverse. I am well versed with software such as Maya, 3ds Max, ZBrush, Substance Painter, and more, in addition to being an expert with 3-dimensional modeling with Autocad and Rhino.





Higher Orbits

As an active and engaged volunteer with Higher Orbits since 2016, I've supported their mission to encourage STEM/STEAM among students. I've delivered numerous flyers, brochures, merchandise materials, patches, awards, slide decks/presentations, sponsorship graphics, and more—some of which are displayed here. I was grateful to receive their Outstanding Volunteer Award for 2020.



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Higher Orbits

WHAT CAN I EXPECT?	WHAT IS IT?	ARE THERE HANDS ON ACTIVITIES?	WHY SHOULD I ATTEND?
Learn about human spaceflight directly from experts in the fields of space & STEM including: - An Astronaut and Astronaut Instructor - International Space Station Flight Controller - Scientists and Engineers Get personalized insight and feedback from experienced space and STEM professionals whose goals are to illustrate the numerous possibilities that exist in the world of STEM. Work with a real live astronaut for each day of the event.	A program that uses Space Exploration as a platform to launch student involvement in: - STEAM (Science, Technology, Engineering, Art & Math) - Teamwork - Communication - Leadership	Student teams will work together on collaborative activities before or after nearly every talk to earn daily awards. Each team will work together to define and design their own space experiment & present their ideas to a panel of judges from the Space & STEM fields. The judges will choose a winner from each Go For Launch event. The experiment will go on to compete against other projects from the same division and the winning experiment will be launched into space!	Go For Launch! is a unique and memorable experience. Space Inspire! The Go For Launch! experience gives students experience and skills that can lead to success in any venture that requires imagination, leadership, teamwork, and problem solving skills.

THE TEAM

THE ASTRONAUT

Selected by NASA in January 1990, Dr. Thomas became an astronaut in July 1991. Dr. Thomas has served in the Safety, Operations Development, and Payloads Branches of the Astronaut Office. He was CAPCOM (spacecraft communicator) for Shuttle missions STS-47, 52 and 53. From July 1999 to June 2000 he was Director of Operations for NASA at the Gagarin Cosmonaut Training Center in Star City, Russia. A veteran of four space flights, STS-45, STS-70, STS-83 and STS-94, he has logged over 1,040 hours in space as a Mission Specialist.

ohost@naut.com

FOUNDER & CEO HIGHER ORBITS

Michelle spent 10 years working at NASA primarily in International Space Station (ISS) Flight Control Operations Planning and as an Astronaut Instructor in the Daily Operations Group. Her passion for inspiring students led to extensive work with other organizations in STEM outreach. She then decided to form Higher Orbits to continue to work to inspire students about the wonders of STEM through spaceflight.

CHECK WEBSITE FOR MORE INFORMATION!

WWW.HIGHERORBITS.ORG

GO FOR LAUNCH!



Leonardo da Vinci 360-Degree Interactive Educational Environment



Brian Chapman

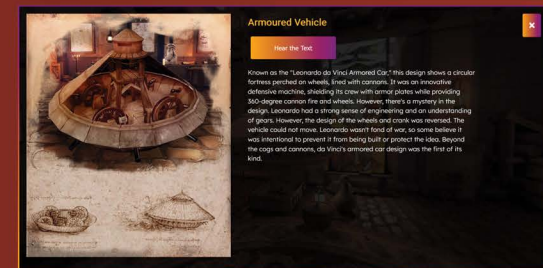
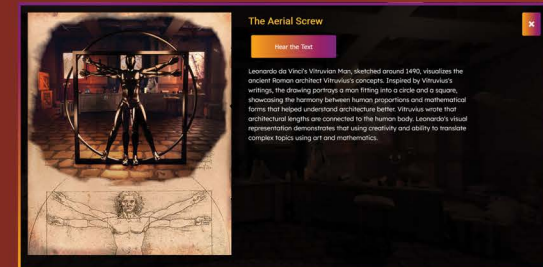
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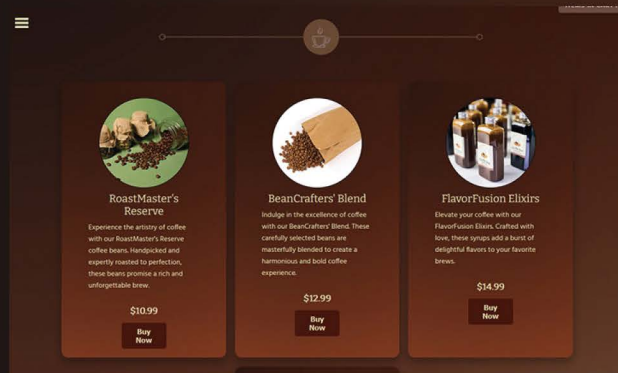
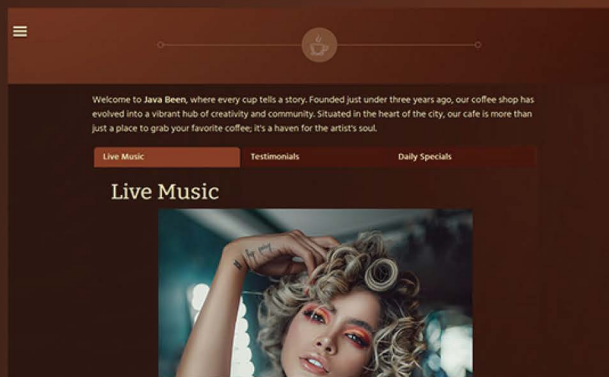
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I utilized industry-leading graphic, web programming, and 3D software, including Dreamweaver, WebGL, JavaScript, and Unreal Engine, to construct 360-degree interactive, responsive web and mobile educational environments with AI voice-simulated text-to-speech software to deliver a more meaningful experience. In this example, users can discover Leonardo da Vinci's work in the virtual workshop with a simple but visually appealing and engaging user interface to learn about his mark on invention and history.





JavaBeen Website

I leveraged the power of JavaScript, CSS, HTML, JQuery, and Bootstrap to deliver this responsive and accessible site for web and mobile devices focused on Javabeen's Coffee Shop brand and guidelines. I worked to create a sophisticated modern design evoking the spirit behind the brand and coffee experience while applying design patterns and mobile UX/UI principles.



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Star Trek Interactive Magazine

Harnessing the advanced capabilities of Adobe InDesign's digital publishing tools, I transformed a static web-based article into a dynamic, multi-media interactive experience. This revamped version is enriched with navigation, embedded video content, and immersive sound elements, allowing for engaging content delivery. The result was an interactive digital piece that actively involved the audience, making the content informative but also captivating and interactive.



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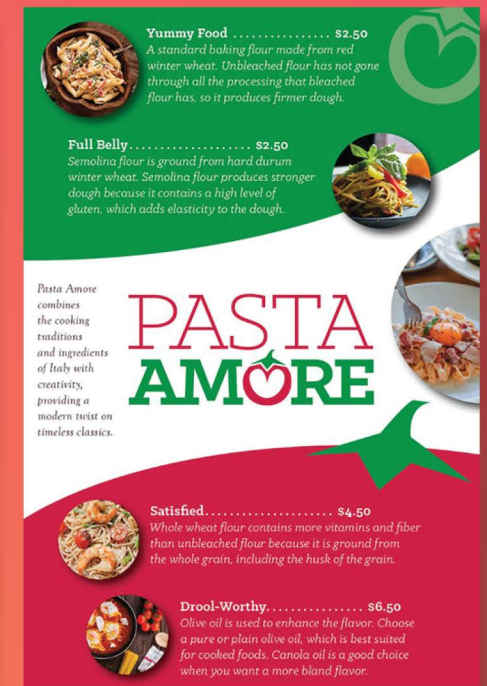
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Pasta Amore

I designed these menus and a table tent focused on the Pasta Amore brand and its classic Italian charm. The designs emphasized dynamic compositions with enticing food presentation, balancing aesthetics and functionality. The table tent effectively showcased specials, contributing to an enhanced dining experience. By focusing on the brand and its goals, I worked to deliver concise design solutions that elevated the customer experience.



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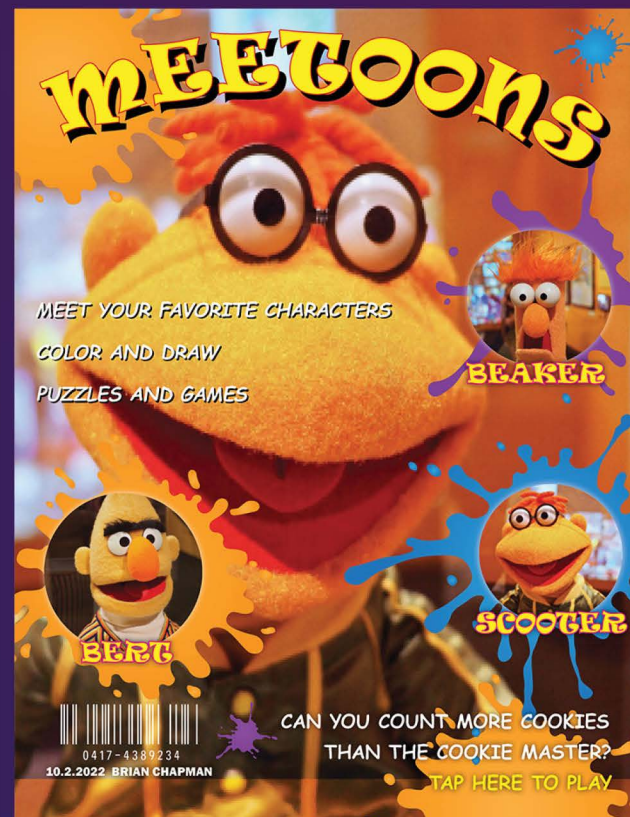


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Magazine Covers

I created two distinctive magazine covers featuring the Muppets, each tailored to a different audience using Adobe InDesign. The first cover, aimed at tech-savvy adults, blended the playful charm of the Muppets with sleek, modern type, intersecting technology and entertainment. For the second, designed for children, I used a dynamic layout and vector artwork to engage and delight a younger audience—each to demonstrate adaptable style and content to suit diverse demographics.



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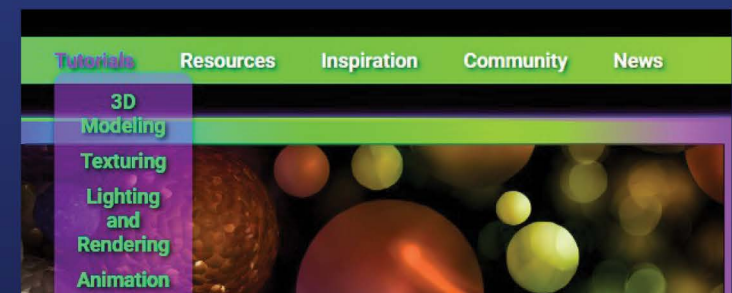
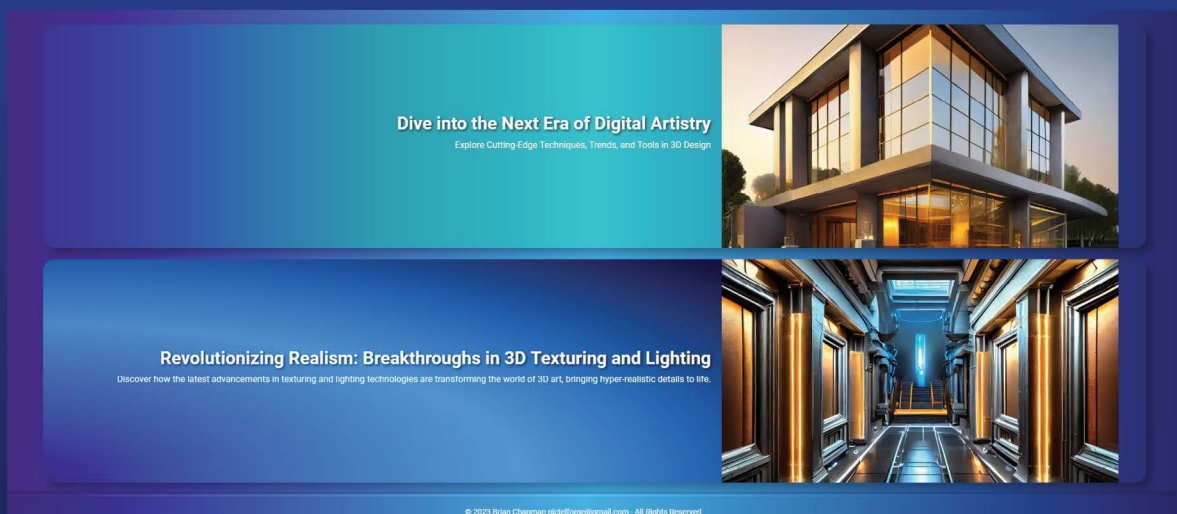
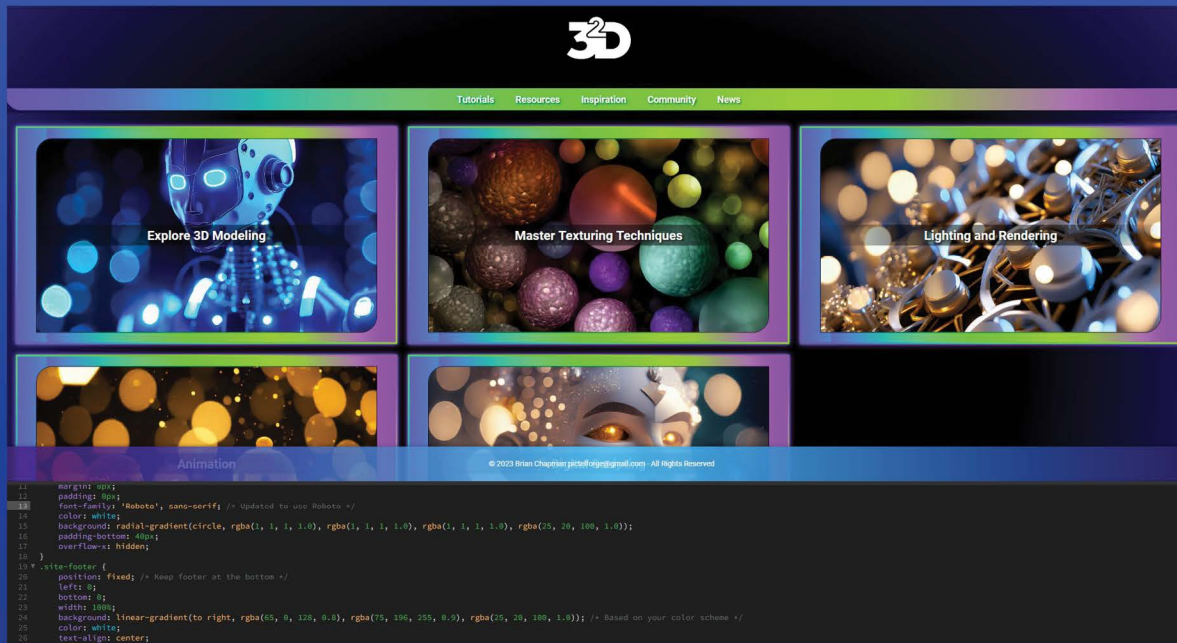
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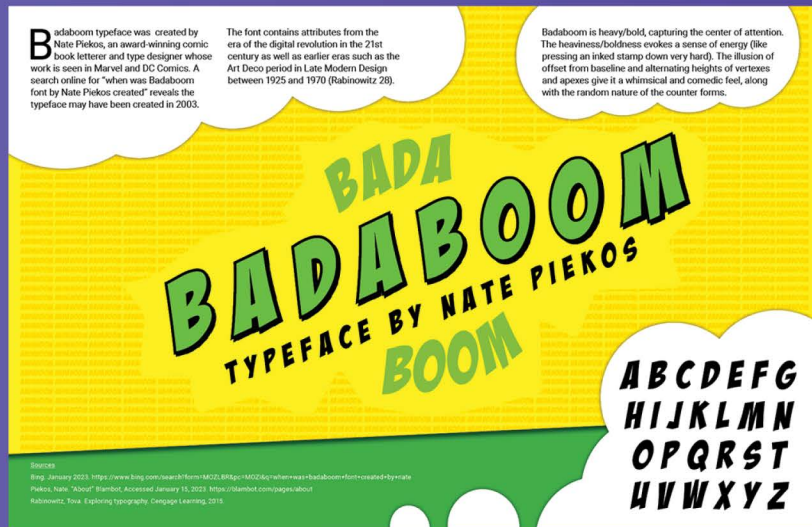
3D Website

3tod.com, a personal project in development, aims to provide a resource and community hub for 3D content creators. The site prioritizes responsive design for optimal user experience across devices and straightforward navigation to ensure ease of use. While emphasizing high-quality content, it's intended to be a go-to platform for aspiring and seasoned 3D artists, offering inspiration, collaboration opportunities, and a shared space for creative growth.



Study of Type

Typography is pivotal for visual communication. Through this study, I explored the impact of different typefaces on message delivery and reader engagement. By focusing on how typography enhances readability, conveys mood, and embodies brand identity, I help to ensure the content I create informs and resonates with the audience. Hardening these foundations reinforces my art for visual communication.

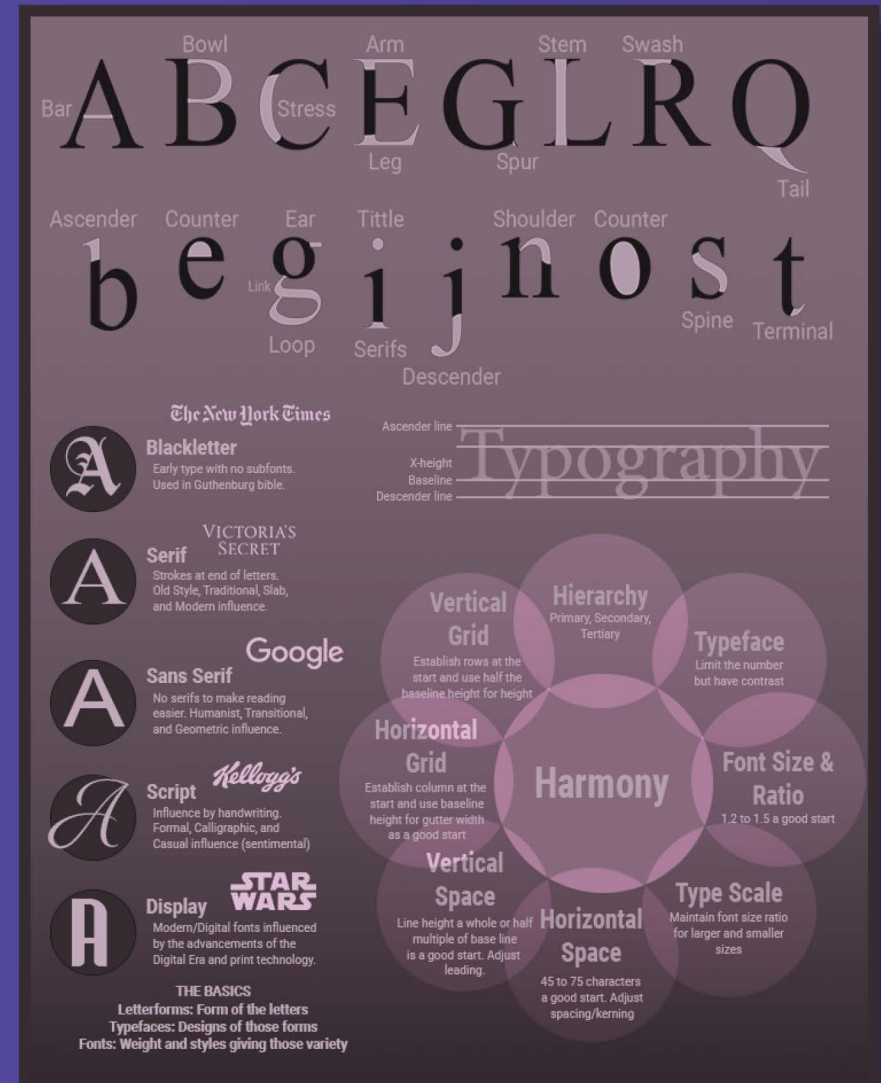


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Illustration



The power of sketching and illustration, through software like Adobe Illustrator, is essential for producing high-quality visual content. These skills enable me to translate complex ideas into visually compelling narratives, reinforcing understanding and engagement. They also play a crucial role in branding, allowing for the creation of unique visuals that resonate with audiences. Mastery of illustration and sketching is a vital tool, facilitating the creation of impactful and memorable designs.



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