

# Jared Brunner

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## Sr. Technical Designer UI/UX

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### Skills

- Adobe Creative Suite
- Autodesk Maya
- Substance Suite
- Keyshot
- Quixel Suite
- ZBrush
- Unreal Engine
- Unity
- Kanzi Studio
- InVision
- Flows & Wireframes
- Rapid Prototypes

### Experience

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#### **Lordstown Motors:** Sr. Technical Designer UI/UX (**Endurance**)

- 2D/3D/VFX Designer to create & optimize automotive instrument cluster & infotainment system features.
- Create wireframe user flow for the infotainment system for collaboration.
- Design, prototype, implement & iterate new and existing infotainment features.
- Conduct user research & testing to validate human computer interaction (HCI) designs.
- Conduct competitive bench-marking of competitors to make recommendations to help influence current & future vehicles.
- Convert & optimize CAD data to run on the vehicle target hardware. 2020 – present

#### **Karma Automotive:** Technical Designer UI/UX (**Revero**)

- 2D/3D Designer to create & optimize automotive instrument cluster & infotainment system.
- Create wireframe user flow for the infotainment system for collaboration.
- Design, prototype, implement & iterate new and existing infotainment features.
- Conduct user research & testing to validate human computer interaction (HCI) designs.
- Conduct competitive bench-marking of competitors to make recommendations to help influence current & future vehicles. 2017 – 2020

#### **Fundamentals of Maya Instructor:** Laguna College of Art & Design

- Introduction to Mayas interface by exploring modeling, rigging, lighting & camera setup. 2020

#### **3D Modeling Instructor:** University of Utah

- Instruct undergrad students from various disciplines proper modeling techniques in Maya. 2017

#### **Rockwell Collins:** 3D Technical Artist/Research Assistant

- Create UI assets for flight navigation (King Air Fusion 350) training simulation software.
- Create various special VFX for training simulations.
- Create 3D aircraft, ground vehicles and maritime (sea vehicles). 2016 – 2017

#### **343 Industries:** 3D Asset Wrangler (**Halo 5**)

- Create and implement character armor, weapon and vehicle variations into the game engine.
- Apply existing and create new shaders to game assets.
- Ensure that the quality of assets from outsourcing is up to 343 standards. 2014 – 2015

**Disney Interactive: FX Artist (Disney Infinity 2.0)**

- Create Disney stylistic special effects for Disney Infinity 2.0.
  - Create and implement FX for in game cinematics and toybox assets.
- 2014 - 2014

**LDS Motion Picture Studios: 3D Artist (remote)**

- Create photo realistic 3D content for multiple unannounced mobile titles.
- 2013 – 2015

**Bluepoint Games: 3D Artist (Playstation All-Stars - Battle Royale)**

- Create 3D content and aesthetic bug fixing as needed.
  - Character & Environment assets wrangler.
- 2012 – 2013

**Certain Affinity: Jr Technical Artist (Halo 4)**

- Build static & animated asset prototypes for various game modes prototypes.
  - Supported the Forge Environment Artist team in model and texture of new set pieces.
- 2011 - 2012

**Sony Online Entertainment: 3D Artist (DC Universe Online)**

- Rig & skin NPC characters and import them into the game.
  - Environment, texture, prop, character, character gear & general assets wrangler for DCUO.
- 2009 – 2011

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**Education**

- Masters in Entertainment Arts and Engineering • University of Utah, Salt Lake City, UT. 2017
- Bachelors of Fine Arts in Animation • Brigham Young University, Provo, UT. 2010