



# BRANDON M. VOLPE

## GRAPHIC DESIGNER

### RELEVANT WORK EXPERIENCE

#### GRAPHIC DESIGNER

##### SELF EMPLOYED - JUL 2018 -PRESENT

Freelance Graphic Designer worked at my own studio at [www.BrandsGraphicDesigns.com](http://www.BrandsGraphicDesigns.com)

#### SMART WATCH GUI DESIGNER

##### SAMSUNG MOBILE - JUL 2019- JAN 2021

Built and designed watch faces for Samsung using their GalaxyWatchStudio. Created watchfaces for the Samsung Store under smart watches. Designed and produce my own digital watch face gui's without the complexity of coding. Created watch faces for distribution in the Galaxy Store.

#### TECHNICAL ARTIST

##### ALTIA - OCT 2017 - JULY 2018

Working with Maya on creating HUD's, HMI's (Human Machine Interface) to make amazing GUIs. My responsibilities were to create eye-catching graphics with 2D and 3D content for production on embedded GUIs at Altia using Altia Design, Maya, Photoshop, and Illustrator.

#### SENIOR GRAPHIC DESIGNER / LEAD DESIGNER

##### KROLL INTERNATIONAL - AUG 2015 - DEC 2015

Worked as the Senior Lead Designer to design templates and page designs and then create a printed 700 page catalog for Kroll International's top sellers and new product for selling to police, military and security organizations. Made to look like a magazine by using Adobe's InDesign, Illustrator, Photoshop, Microsoft Word and Excel.

#### GRAPHIC DESIGNER

##### FROG INVASION GAMES - DEC 2014 - MAR 2015

An indie mobile game company I founded in 2014 called Frog Invasion Games. Created 3 mobile games start to finish including the art, design, game testing & publishing them on Android. "The Casino Vault, Robbery", "Vietnam Chopper", and "Bubble Pop."

#### LEAD ILLUSTRATOR DESIGNER

##### FREELANCE CONTRACT - U.S. MILITARY - NOV 2013 - FEB 2014

Used Illustrator to design and rapidly produce pages for instruction manuals for vehicles in Afghanistan.

Designed several template pages to use with 2 different languages for the manual. Every page had graphics of parts and instructions to show visually with pictures mostly for the best communication.

#### ILLUSTRATOR DESIGNER

##### FREELANCE CONTRACT - SANDBOX STUDIO INC. - JULY 2007 - AUG 2007

While working here I worked in Adobe Illustrator using the pen tool to re-create parts and their inter workings. It was for the machinery and part in the US military vehicles. The work had to be in vector form for the specialized instruction manuals that the army in Iraq and Afghanistan used to put together the tank vehicles.

#### FREELANCE ARTIST

##### VARIOUS STUDIOS - JUN 2012 - MAY 2015

**Black Sand Studios** - "World at War" Game

**Xpletive** - US Open Golf Cart Game Racing

**Pixo Group** - GM/OnStar VR Experience at CES

**Speedshape**- Audi R8 Spot

## Contact Info

- 📍 Clinton Township, MI
- ✉️ [b4volpe@gmail.com](mailto:b4volpe@gmail.com)
- ☎️ 586.943.5472

## Portfolio

[www.BrandsGraphicDesigns.com](http://www.BrandsGraphicDesigns.com)

## Education

Ferris State University

Digital Animation and

Game Design

Bachelor of Applied Science

Grand Rapids, MI

Macomb Community College

Associate Degrees:

Digital Art and Animation

Digital Video Production

Web Page Design

Certificate in Architecture

Warren, MI

## Software

Adobe Creative Suite,  
Photoshop, Illustrator,  
InDesign, After Effects,  
PowerPoint, Excel,  
Microsoft Word

Maya, 3ds Max, Cinema 4D,  
ZBrush, Mudbox, Modo,  
VRay, Keyshot, Quixel,

Substance Painter,  
Substance Designer,  
World Machine, Speedtree,  
TopoGun, 3DCoat, Vue,  
Marmoset Toolbag,  
Unreal 4, CryEngine, Unity