Will Brandenstein
Technical Artist & 3D Generalist
Los Angeles, CA

Full Portfolio - **portfolio.cubingink.com**
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Skills

Lightning-fast Learner
Creative Problem Solving
Communication/Articulation
Takes Initiative
Collaboration

Tools

Proficient

Maya
Unity
Unreal
C#
Adobe CC

Secondary

ZBrush
Houdini

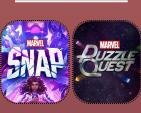## Introduction

Seasoned creative professional with 10+ years across Unity, Maya, and the Adobe suite—delivering polished, player-focused work while rapidly mastering new tools, translating ambiguity into action, and elevating teams through technical fluency and design-aware communication.

Work History

Technical Artist, VFX Artist
Broken Circle Studios, *Los Angeles, Remote*   *January 2021 - Current*

VFX Artist
- Utilize particle systems, shaders, and animation to support in-house artists by enhancing their work with dynamic visuals, special effects, polish, and other techniques that breathe new life into art.
- Drive the final quality of shipped game assets and scenes, polishing for impact, feel, and excellence.

Technical Designer
- Design, code, and implement new behaviors, interactions, VFX, and animations that bring static art to life.
- Identify opportunities to re-use or expand existing systems to support new mechanics and features.
- Assist engineers with low- and mid-level engineering tasks to enable engaging player features such as achievement progression.

Technical Artist
- Support team members with art implementation and prefab setup where complex Unity/engineering architecture would otherwise block progress.
- Bridge the gap between artists and engineers by finding opportunities to unify and refine work.
- Develop simple Unity tools that streamline development and implementation for the team.

VRChat Community Freelancer
Freelance   *May 2025 - Current*

- Gain new clients entirely through word-of-mouth by consistently delivering expert-level, high-quality work at accessible rates —including over 20 completed commissions to date.
- Deliver paid commissions for community members' avatars, enhancing them with custom looks, features, and in-game updates.
- Handle all pricing, negotiations, and communications directly, demonstrating strong business and client-facing skills.
- Produce high-fidelity 3D avatar renders using advanced professional lighting workflows.

IIndependent Projects – Cubing Ink Animation
Project Director / Sole Developer   *2019 - 2023*

Animated Sci-Fi Short Film "*PT – Balloon*"
- Wrote, animated, and produced a 15-minute animated science-fiction short film, managing the entire production pipeline from script through rendering.

VR Sci-Fi Narrative Experience "*PT – VR*"
- Wrote, designed, and developed a 12-minute interactive VR narrative using Unity's VR and Timeline systems.
- Built advanced synchronization systems for dialogue, audio, visual effects, and procedural character animations, delivering a heavily story-driven, cinematic experience.