

Brian Bann

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Summary

- First-hand experience in multiple disciplines including but not limited to 10+ years in art, technical art, animation, design, development, writing, publishing, music, and QA
- Passionate about games; have developed and published games to Apple App Store and Android Marketplace in “free time” and am always working on something related to games whether it is art, code, design, writing, or organizing new projects
- First-hand experience with multiple disciplines allows for easier communication between artists, designers, and other roles on the team on what needs to change and how
- President and founder of a corporation; organization and prioritization of certain tasks are imperative to the continued success of the business
- Running a successful corporation requires pro communication skills; talking with clients, vendors, partners, and more via phone, video conference, and in-person are a must
- 6+ years in retail taught the importance of building and maintaining strong relationships at every level from customers to co-workers to management

Technical Skills

MS Office Suite
3ds Max
Mudbox
Zbrush

Maya
Cinema 4d
Photoshop
Illustrator

After Effects
Unity
Unreal 4
C#

Work Experience

Founder and Developer (B)Happy Games, Cleveland, Ohio April 2015-current

- Work with team members to quickly prototype and refine ideas
- Set weekly goals for projects and work with team members so goals are met

President and Founder Sweet Prints Inc., Twinsburg, Ohio April 2014-current

- Set monthly goals for new products
- Reach out to potential new partners to form new relationships with
- Interact with customers on a daily basis, addressing questions and concerns
- Oversee design and prototyping of new products

Work Experience (cont.)

Theme Park Studio, Lead Artist Pantera Entertainment, Porter Ranch, California June, 2013–January, 2015

- Responsible for all asset creation and research
- Designed multiple gameplay mechanics including the coaster and path editor
- Responsible for creation of promotional art for Steam sales

Battlestations Pacific, Focus Group Participant EIDOS INTERACTIVE, Hungary 2008-2009

- Collaborated with others in an online group environment
- Provided feedback to developers based on questions asked by them
- Discussed and refined ideas for game that were eventually implemented by devs

Heinens Grocery Store, Aurora, Ohio March, 2007–November 2012

- Achieved the status of Role Model within the company
- Helped run the Grocery Department and was trusted with important tasks such as order writing and inventory
- Excelled in customer service and interaction with employees and customers alike

Personal Projects

Happy Hopper (2015) - <http://bhappygames.weebly.com/happy-hopper.html>

- Self-published to Apple App Store and Android Marketplace
- <https://play.google.com/store/apps/details?id=com.BHappy.HappyHopper>
- <https://itunes.apple.com/us/app/happy-hopper/id988013862?ls=1&mt=8>

Education

Associate of Arts, 2012

Cuyahoga Community College, Cleveland, Ohio

Certificate in 3d Design, 2012

Cuyahoga Community College, Cleveland, Ohio

Associate of Applied Business, Application Development Tech, 2011

Kent State University, Kent, Ohio