



Bradley Ian Klein Rechtes

3D Artist, Game Developer & Designer.

PROFESSIONAL SUMMARY

I am a passionate Game Developer participating in the creation of video game projects in successful team environments through attention to detail, hard work and excellent communication skills. I am always motivated to learn, grow and excel in the video game industry.

EXPERIENCE

3D Environment Artist ⇒ ZenBerry Team → November 2023 – Ongoing

- 3D Modelling.
- Hand-painted Texturing.
- Working in a team of 9 people.

3D Artist ⇒ New Dawn Games → February 2023 – Ongoing

- 3D Modelling, Sculpting, Texturing.
- Material creation in Substance Designer.
- Concept Art.
- Working in a team of over 30 people.

Game Developer ⇒ Private Client → August – December 2022

- Game Design, Level Design & Development.
- C# Programming.
- VFX and Shaders (Unity's Shadergraph).
- Project details in my portfolio website.

Game Developer & 3D Modeler ⇒ Reman Games → March – July 2022

- 3D Modelling, Sculpting and Texturing.
- Game Design & Level Design.
- VFX and Shaders (Unity's Shadergraph).
- Project details in my portfolio website.

SKILLS

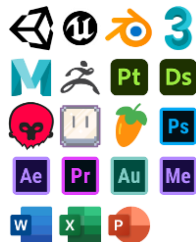
Game Design

- GDD.
- Balancing.
- Narrative Design.
- Scrum.

3D Art

- Low-poly & organic modeling.
- Sculpting.
- Retopology & Texturing.
- Rigging & animation.

Software



Skills

- Version control and repositories.
- Basic C# programming.
- Pixel Art.
- Self-Motivated, responsible and adaptable.
- Good listening and collaboration.
- Good time management.
- Creative thinker and problem solver.

HOBBIES

Games

- Platformers, Action-Adventure, Metroidvania, RPG.

Game Jams

- GBJAM 10 (1 Week).

Other Hobbies

- YouTube Content Creation (@ZeldaLore).
- Voice Acting
 - "Vader, Shards of the Past" Emperor Palpatine.
 - "Tragedy of the Chosen One" Master Yoda.
- 3D Modelling & Pixel Art.

EDUCATION

The Unreal Engine 5 Masterclass → 2022 – January 2023

Unreal Sensei Academy, Online Remote


Degree in Video Game Design and Development → 2018 – 2022

Escuela Superior Internacional de Diseño, Murcia, Spain

- Project details in my portfolio website.

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30394 Cartagena, Murcia,
Spain

LINKS

Artstation:

artstation.com/brad_ikr

Portfolio website:

bradkleingamedev.com

LinkedIn:

linkedin.com/in/bradleykleinrechtes

LANGUAGES

English

Native Language

Spanish

Native Language

REFERENCES

Shane Phillips:

(Client – Freelance Work)

Shane.Phillips37@yahoo.com

José Manuel Maciá Pérez:

(Head of Studies, ESI Murcia)

jmacia@esimurcia.com