

# BROCK EVAN BROWN

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With 15 years in game development, I am a collaborative and creative professional with a strong drive for results through idea bouncing, team success, and powerful brainstorming. I leverage clear communication, trust, and empathy as cornerstones of my leadership style while maintaining project goals and ideals. I am confident in my ability to create environments within which creative problem solving and learning are utilized, celebrated, and rewarded.

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## EDUCATION

University of North Texas  
BFA - Studio Arts - 2011

Computer Graphics  
Master Academy -  
2D Foundation Track

## SKILLS

Microsoft Suite,  
Google Suite, Adobe Suite,  
Agile Methodologies, JIRA,  
Monday.com, Trello,  
Kanban Systems,  
Sourcetree, Git,  
Team Based Problem  
Solving, Leadership,  
Open Communication,  
Time Management,  
Budgetary Planning

## PROJECTS

Borderlands 2 & DLC,  
Alien Colonial Marines &  
DLC, Orcs Must Die!  
Unchained, Echo Prime,  
Hero Academy,  
Hero Academy 2,  
Stranger Things:  
The Game,  
Totally Reliable Delivery  
Service & DLC,  
War & Aether, Dice Tower,  
SOLARIUM,  
Shoving Match

## INTERESTS

Gardening, Cycling,  
Photography, Drawing,  
Painting, Foraging,  
Bad Sci-fi movies

## EXPERIENCE

### OVERGROWN ARTHOUSE - FOUNDER / ART DIRECTOR - 2024 - 2025

- Created an LLC to help small creative studios manage and improve their artistic production pipelines while maintaining their original vision

### WE'RE 5 STUDIOS - ART MANAGER, ART DIRECTOR, CONCEPT ARTIST, OUTSOURCE PRODUCER - 2019 - 2023

- Led and mentored team of 5 multidisciplinary contractors, including 3D, UI, and FX artists, promoting culture of trust, empathy, and self-sufficiency
- Managed million dollar department budget, leveraging detailed technical documentation & efficient project timelines to successfully plan for each phase of production with internal departments and external partners
- Selected and managed external partners by sourcing company samples and interviewing each to ensure qualifications for successful project execution
- Created, managed, implemented, and organized thousands of creative assets from said outsource contractors and internal team members to maintain project organization
- Coordinated marketing and social media assets for timely delivery for special events, sales, and announcements

### BONUS XP - QUALITY ASSURANCE - 2017

- Regularly tested product builds for issues and end user compatibility

### ROBOT ENTERTAINMENT - MARKETING ARTIST / CLIENT RELATIONS / Q.A. - 2012-2017

- Created social media assets, marketing pieces, and website assets for multiple franchises to coincide with special events, new releases, and online sales
- Developed relationships with beta users via online forums, helpdesk tickets, and marketing streams; allowing for honest communication without divulging internal secrets
- Regularly gathered, sifted through, and delivered via proper channels feedback and potential issues from beta testers, alpha testers, and internal employees
- Consistently tested, early and often, for end user experience, performance bottlenecks, and software feel and flow to deliver a quality customer-centric product
- Monitored internal databases with thousands of pages of software issues, project documents of technical information, and background analytics to maintain up to date knowledge of project status

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## MENTORING & VOLUNTEERING

### NICE MOVES - MENTOR / EVENTS BOARD MEMBER - 2022 - PRESENT

- Mentoring industry professionals on design ideation, color theory, best studio practices, and portfolio building through regularly scheduled individual feedback sessions.
- Assisted in event planning by breaking down each event's needs and goals