

Brandon Tu Mai

3D Generalist | 3D Character Artist

BrandonTuMai@gmail.com | 647-803-0799 | [Linkedin.com/in/Brandon-Mai](https://www.linkedin.com/in/Brandon-Mai) | Toronto, CA

Professional Summary

Brandon Tu Mai is a 3D character modeler with a vast expertise in various Technical modeling programs, including sculpting, model optimization, and texturing. With his history in the industry pipeline, he efficiently delivers high-quality assets ahead of schedule for production. He is fascinated with creating realistic or stylized 3D models for projects. Knowing how fast the industry evolves, He is always looking for new ways to improve and polish his workflow with the latest advancements in the field.

EDUCATION

3D Animation | Humber Polytechnic | Fall 2023 - Winter 2026 | Humber College (Toronto, Canada) | Advanced Diploma | Dean's list Fall 2023, Dean's Winter 2024, Dean's list Fall 2024, Dean's list Winter 2025

Art Foundation, Humber Polytechnic | Fall 2020 - Winter 2021 | (Toronto, Canada) | Ontario College Certificate

Making Accessible Media, Humber Polytechnic | Fall 2020 - Winter 2021 | (Toronto, Canada) — Ontario College Certificate

EXPERIENCE

Possession Protocol | *Humber Game Production* **January 2025**

3D Modeler, Texture Artist,

- Created game-ready Character and 3D Hero assets for the game project through the use of **3ds Max, Maya 2025, Adobe Substance Painter, Unreal Engine, and Photoshop**
 - Possession Protocol is a co-op game project made with the collaboration of both Humber's 3D animation and Game Development programs.
 - Possession Protocol was featured in Level-Up 2025
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The Last Beep | Humber Short Film Production **September 2025**

3D Modeler, Animator, Layout, Storyboard, Texture Artist

- Worked on a variety of assets for the short film, including Storyboarding sequences, modeling environment props, Layout setup, unwrapping, and Texture assets

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- The Last Beep is a short film created with the collaboration of 3D animators with a diverse range of skills.
 - The Last Beep was featured as a Film in the Humber Short Film Festival.
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Workplace Ethics

- Proficient in Time and organization management skills to meet project deadlines
 - Extensive 3D Asset and Character modeling experience from previous projects
 - Receptive to feedback during dailies and comfortable to make improvements
 - Experience in communicating with other artists and project leads from completed projects
 - Knowledgeable on the industry standards and production pipelines
 - Always inquisitive to use and learn new software to improve workflow
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Workplace Experience

Warehouse Associate - UNIQUE Industries

September 2019- September 2023

- Demonstrated excellent customer service in a fast-paced work environment
- Maintained strong collaboration with other associates to perform effective work
- Managed multiple roles and tasks simultaneously while applying time management skills