

# Leonidas Breakre

3D Artist

## Contact

### Address

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### Phone

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### E-mail

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### WWW

leonbreakre.com

### WWW

thingiverse.com/breakerbox  
cosplay

### LinkedIn

linkedin.com/in/  
/leonbreakre/

## Skills

Phototshop



3D printing



Hard surface



Modeling for 3D printing



Content moderation



3D Artist with 7 years of experience 3D Hard surface Modeling. Working knowledge of asset creation and production processes in a Game design pipeline. Expert proficiency in Maya and Photoshop with a fluency in Zbrush. I specialize in creating 3D printable models ranging from figures to full size props and armor over the last 3+ years with thousands of downloads across multiple sites. Working knowledge with animation, rigging and VFX.

## General Work History

2021-11 -  
2023-07

### Content Reviewer

Accenture, Austin, TX

- Curated content across social media platforms.
- Approved, reviewed and edited content flowing to website.
- Reviewed and Verified information for account features and access such as monetization and content creation
- Enforced Guidelines and and safety standards for content on platform
- Ensured safety and security for site users under User agreement.

2018-01 -  
2021-08

### Game Support Specialist

TMD Staffing, Austin, TX

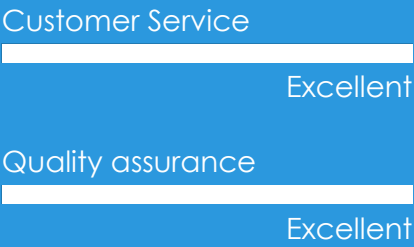
- Contracted as a 3rd party to provide customer Support for multiple Video games and companies.
- Provided technical support on a number of AAA game titles such as The Elder Scrolls series, Fallout Series, Doom Series, Grand Theft Auto series.
- Managed customer accounts and satisfaction regarding digital access purchases and data.
- Provided live chat support to direct engage with Customer
- Live moderation for client event streams on platforms such as Youtube and Twitch.

2017-04 -  
2018-01

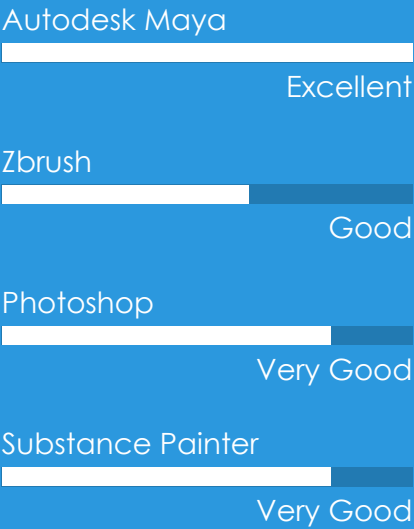
### Game Master

Mind Spark Escape Games, Austin, TX

- Explained company policies, game rules and safety



Software



2016-02 -  
Current

- requirements.
- Watched guests closely to maintain current understanding of gameplay.
  - Communicated clearly and on-time to share clues and direct game actions.
  - Planned and set up games with specific subject matter and stories.
  - Kept game and party rooms clean and neat for next guests.
  - Serviced bathrooms by picking up debris, wiping down surfaces and restocking supplies.
  - Mentored newly hired and junior developers in office and departmental policies and procedures.
  - Worked as Live Actor in Rooms
  - Created promotional material for new rooms

Freelance 3D Artist

Self Employed , Austin, TX

- Followed design guidelines, asset naming conventions and other technical constraints to produce results compliant with industry and platform standards.
- Interpreted concept art and sketches to create innovative virtual characters, environments and props.
- Conducted modeling and texture optimization for real-time 3D game applications.
- Worked with other artists, animators and programmers to execute projects on time and within budget constraints.

Education

2012-10 -  
2016-02

Bachelor of Science: Game Art

Full Sail University - Winter Park, FL