

Elias Brinkman

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Education

Atlas School, Tulsa, OK

Full Stack Software Development Program

Expected Graduation: August 2025

- Engaging in comprehensive 20-month development program, focusing on modern web technologies and programming fundamentals
- Developing full-stack applications using industry-standard practices and tools

The University of Tulsa, Tulsa, OK

Bachelor of Fine Arts in Digital Media

Graduated: May 2017

- Cultivated expertise in digital design principles and technical execution through rigorous studio practice
- Created professional portfolio demonstrating mastery of multiple digital media tools and design methodologies

Experience

Luna Solutions | Contract 3D Artist | May 2021 - August 2023

- Engineered high-precision 3D models of eyewear products using Blender
- Developed and optimized workflows for virtual try-on technology
- Selected for exclusive RPI (Rendered Product Imagery) team, producing high-resolution 360-degree product visualizations
- Collaborated with quality assurance team to establish and maintain elevated standards for premium product rendering projects

Spherexx | Motion Graphics Designer/3D Specialist | November 2017 - October 2020

- Spearheaded development of 3D visualization pipeline as principal 3D artist
- Created photorealistic 3D floor plans and architectural visualizations for major real estate clients
- Oversaw recording and editing for internal video productions
- Designed and implemented motion graphics for marketing campaigns

Other Experience

The Collegian (University of Tulsa) | Photo & Graphics Editor | January 2015 - May 2017

Skills

- **Full-Stack Development:** HTML, CSS, Javascript, Python, Flask, MySQL
- **Other Developer Tools/Languages:** Git, Neovim, C, Godot, Linux, Bash
- **Design Software:** Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere, Audition), Krita, Inkscape, Aseprite
- **3D Graphics:** Blender

Projects

Underbrush | Co-Developer & Lead Visual Artist | August 2024 | [View on itch.io](#)

- Architected a pixel art platformer using Godot Engine and GDScript, featuring 3 progressively challenging levels
- Designed and implemented all visual assets using Aseprite, maintaining consistent artistic direction across multiple color palettes
- Collaborated on level design and core gameplay mechanics, including collectible system and power-up implementation
- Deployed game successfully to itch.io platform, ensuring cross-platform compatibility

City of Tulsa Water Utility Redesign | UX/UI Co-Designer | September 2024 | [View on Figma](#)

- Designed high-fidelity interactive prototype using Figma, focusing on intuitive navigation and accessibility
- Implemented iterative design improvements based on qualitative user feedback from multiple testing rounds with diverse user groups
- Reduced theoretical user task completion time for bill payment process through streamlined interface design

Vinyl Collection Manager | Solo Developer | Expected November 2024

- Developing full-stack web application for personal vinyl record collection management
- Implementing responsive front-end using Bootstrap 5, featuring dynamic carousel for album art display
- Designing mobile-first interface to enable easy access while browsing physical collection

Awards/Recognition

- Awarded Best Overall Game in 2015 Heartland 24hr Game Jam
- Awarded 1st Place Overall in 2017 Stylus Student Journal of Art & Writing
- 2017 Great Plains Student Designer of the Year Finalist