Brandon Kallmes

Senior Game Artist / Animator – Slot & Casino Games

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Summary

Senior Game Artist and Animator with 20 years of experience, including 6+ years in slot and casino games at AGT and DoubleDown Interactive/IGT. Creates and animates symbols, wilds, feature sequences, win screens, and UI, from Photoshop and After Effects through Unity implementation. Recent work includes custom shader effects for jackpot reels and AI-assisted art pipelines.

Skills

Animation: Slot symbol and feature animation, win-screen sequences, 2D/3D animation, VFX compositing, video editing

Art: UI design, illustration, character design, concept art, production art, texture painting, storyboarding, logo design

Software: Photoshop, After Effects, Unity, Adobe Animate, Illustrator, Blender, Maya, Perforce, Jira, Google Flow (AI art workflows)

Professional Experience

Senior Game Artist / Animator – AGT (Sierra Studios) *(contract-to-hire)* Nov 2025 – Nov 2026

- Created and animated symbols, wilds, feature sequences, and win-screen animations for 6 land-based slot games including marketing material and sign packages for display on cabinets and LCD screens.
- Took assets from creation through in-engine implementation in Photoshop, After Effects, and Unity, including custom shader effects for jackpot reels.
- Worked with AI-assisted art pipelines in Google Flow, compositing, tracking, masking, and chroma keying in After Effects for final export to Unity.

Senior Illustrator / Production Artist – Netflix Games / Boss Fight Entertainment Apr 2021 – Nov 2025

- Created countless marketing and in-game illustrations for *Squid Game: Unleashed, Netflix Stories, Kingdom Boss*, and *Dungeon Boss: Respawned*.
- Contributed concept art, UI, storyboards, and visual mockups with design and social teams.

Senior UI Artist / Production Artist – DoubleDown Interactive / IGT Oct 2015 – Mar 2021

- Led art production across 12 projects, partnering with UX and game design on Fort Knox app features (Daily Fortunes, Store Redesign, Lobby Icons).
- Produced UI, animations, logos, and symbols for countless new game releases.

Contract Roles – EA / PopCap, Smashing Ideas, E-Line Media Aug 2013 – Sep 2015

- **EA / PopCap** (3D Artist / Marketing Art): Created promotional visuals from EA mobile and console game assets, refining 3D models, lighting, and renders.
- **Smashing Ideas** (Character Designer / 3D Animator): Led character design and animation for the Sonicare for Kids app, including packaging art, style guides, and Unity-ready assets.
- **E-Line Media** (Concept Artist / Production Artist): Created characters, props, environments, and tileable assets for a Unity-based iPad game.

Senior Game Artist / Animator – Cricket Moon Media Jul 2006 – May 2013

- Produced art, animation, UI, storyboards, and icons for web-based Flash games and mobile apps; art lead on over 20+ projects, including the *Nick Jr. Draw & Play* app.