

Brandi Rourk - CV

brourk2@lsu.edu

(337)356-6319

Baton Rouge, LA

Education

Master of Fine Arts in Digital Art

Present - December 2028

Louisiana State University, Baton Rouge, LA

Bachelor of Fine Arts in Digital Art

December 2023

Louisiana State University, Baton Rouge, LA

GPA: 3.7 - Cum Laude

Awards and Honors: Member of Tau Sigma Delta Honor Society

Research Experience

XR Studio Manager

Jan. 2026-Present

Louisiana State University-Digital Media Center

- Organize and upkeep all equipment in the XR Studio and XR Storage space.
- Manage/assist with on stage productions for classes and scheduled filmings.
- Facilitate quick setup and takedown for all events and filmings in the XR Studio
- Ensure that all LED volume and motion tracking equipment is optimized and working.

Student Lead | Virtual Production Project Group

Jan. 2026-Present

Louisiana State University - Digital Media Center

- Lead discussions on XR capabilities and research areas
- Coordinate the fabrication and assembly of stage props and studio assets.
- Ensure group tasks are allocated and completed on time
- Implement new technology and workflows to further develop XR related courses.

Environment Artist

Jan. 2026-Present

Cote Blanche Productions

- Designed a swamp environment for a 4D immersive film to be part of a permanent exhibit at Bayou Terrebonne Waterlife Museum in Houma Louisiana
- Utilized Unreal Engine for environment creation, rendering, and animation.
- Developed an optimized workflow for creating and rendering multiple scenes simultaneously.
- Implemented feedback and communicated shortfalls and setbacks.

3D Artist | Syngenta Digital Twin

Jan. 2026-June 2026

Louisiana State University-Digital Media Center

- Assisted in the 3D modeling of the Syngenta core facility for use in a VR interactive digital twin.

- Utilized point clouds, photos, and Lidar data to accurately recreate chemical reactors, pumps, and piping.
- Optimized assets for import into Godot.
- Assisted in model troubleshooting and presentation preparation.

Student Virtual Production Operator

Jan. 2023 - Dec.2023

Louisiana State University - Digital Media Center

- Helped to develop a variety of Unreal Engine scenes for school projects, tours, and a YouTube kids series.
- Utilized technical and artistic knowledge to optimize 3D content and operate computer, tracking, and camera hardware.
- Responsible for optimizing files, troubleshooting system errors, and operating the virtual production stage.
- Responsible for the setup of studio lighting, cameras, and studio monitors.
- Developed key skills to efficiently run a Virtual Production stage in a filmmaking environment.

Other Experience

Warehouse Associate

Aug. 2024-Present

Southern Pipe and Supply | Geismar, LA

- Assisted in the picking, packing, and organizing of customer orders.
- Safely utilized heavy machinery to move product throughout the warehouse and pipe yard.
- Organized customer paperwork and ensured correct documentation was provided for each order.
- Ensured customer satisfaction through professional communication and problem solving.
- Collaborated with team members and management to find solutions if discrepancies in customer orders were found.

Camp Instructor

Creator Camp, Austin, Texas

Jun. 2024-Jul.2024

- Delivered course content related to digital art, filmmaking, animation, coding, music production, and game design.
- Utilized educational experience to guide students through the introduction of design principles, storytelling, and world building.
- Assisted in overseeing classes of 6-20 kids of ages between 6 years to 13 years.
- Ensured that every student was comfortable and keeping up with the curriculum.
- Assisted students in safely publishing finished work to gaming websites and YouTube.

