Robert Brown

Character Artist & Art Director | Founder, RB-Ebike Repairs | Founder, Civic Grid Technologies

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PROFESSIONAL SUMMARY

Character artist and art director with a career across AAA games, film and real-time production, and higher-education teaching leadership - now applying that design, engineering and visual-communication experience as a founder. Launched RB-Ebike Repairs, a Cleveland-area e-bike repair business, and runs Civic Grid Technologies, a separate technology and smart-infrastructure consultancy. Creator of the *Ascension* animated art series and director of the Nexus project, a workflow in which he directs an AI assistant that builds, drafts, researches and maintains continuity across projects. Background includes Electronic Arts, Ship of Heroes, F.E.A.R. 3, and teaching leadership at the Cleveland Institute of Art, Full Sail University, Media Design School and Coding Dojo.

CORE SKILLS

Art & design: character design, art direction, 3D modeling and sculpting, texturing, PBR shaders, blend shapes, rigging-ready meshes

Tools & engines: ZBrush, Maya, Substance Painter, Unreal Engine (UE4 / UE5)

E-bike service: electrical and motor diagnostics, controller and hydraulic brake installation, wheel, tire and drivetrain service, safety inspection

Technology consulting: smart-infrastructure concepts, 3D / AR / VR community-engagement visuals, corridor planning support

Business: founding and operating service businesses, warranty service delivery, customer intake, pricing and documentation

Teaching: curriculum design, game art and design instruction, mentoring, pipeline development

WORK HISTORY

Founder & Lead Technician

2024 – Present

RB-Ebike Repairs - Cleveland, Ohio

- Launched and operates a new e-bike repair business serving Cleveland and surrounding communities, including Lyndhurst, Mayfield Heights, Chagrin Falls and Highland Heights.
- Provides diagnostics and repair for e-bikes, e-motos and regular pedal bikes: electrical and motor diagnosis, controller installation, hydraulic brake installation, flat and tire service, and safety packages.
- Built the business systems end to end: website and online booking, contact-free pickup and drop-off service, published service and pricing lists, invoices and receipts, and customer follow-up.
- Launched supporting services including Ride Legal registration support for high-power e-bikes in Ohio and custom DIY repair guides.
- Produces the *Bike Diaries* YouTube series (GreenGrid), including Road Ready Rating (RRR) repair, road-test and rating reviews.
- Ariel Rider affiliate ambassador (approved September 1, 2026) and one of three administrators of the E-bikers of Ohio rider community.

Founder & Principal Consultant
2026 – Present

Civic Grid Technologies - civicgridtechnologies.com

- Runs a technology and smart-infrastructure consulting company, operated separately from RB-Ebike Repairs.
- Developed a smart-intersection concept proposal for the Euclid Avenue Commercial Corridor in East Cleveland, pitched September 25, 2026 to David Jurca of Seventh Hill Design.
- Serves on the Euclid Avenue corridor project team and its SC1 committee, contributing community-engagement visuals - 3D, AR and VR - for a corridor program with $10 million in confirmed funding.
- Work includes stakeholder meetings with East Cleveland leadership and project partners including OHM Advisors and RDL Architects, and support for OurEuclidAve.com, which launched October 30, 2026.
- Launched the Civic Grid Technologies website, live November 23, 2026.

Warranty Service Partner
Nov 2026 - Present

Coleman Powersports / Champion Motorsports Group

- Signed a Service Center Contract on November 6, 2026 as an authorized warranty service center, listed on the Coleman Powersports service map.
- Provides warranty repair at standard hourly rates, with coverage confirmed before pickup, including retailer pickup and delivery.

Founder & Director - Nexus Project
2026 - Present

Nexus / AI Nexus - Cleveland, Ohio

- Directs Nexus, a human-AI workflow in which he art-directs and supervises an AI assistant - Acheron, a character he designed - that builds, drafts, researches and keeps the thread of work between sessions.
- Includes a study of the economic viability of creating and operating businesses with an AI assistant, and the public portfolio at robertakbrown.com, relaunched November 23, 2026.
- Character work includes Acheron, The Mystical Guardian: hero temple render, character sheet and film, developed through the portfolio Working Doc series.

Lead Game Art Instructor
Aug 2022 - Feb 2023

Coding Dojo

- Created and taught the virtual game arts curriculum in conjunction with the Saudi Arabian Digital Association and Coding Dojo. Previously Lead Design Instructor at Coding Dojo until 2022.

Character Artist
May 2017 - 2022

Heroic Games - Ship of Heroes

- Character production artist on *Ship of Heroes*, an MMO RPG in the spirit of the classic City of Heroes series. Created models, shaders, blend shapes and creatures using ZBrush, Maya and UE5.

Company Founder
Dec 2013 - Present

Skelly Crude LLC

- Founder of an independent game development company developing its first original IP.

Chair of Game Design
Jul 2016 - Dec 2020

Cleveland Institute of Art

- Lectured and contributed to growth across game production and entrepreneurial development. Integrated and established the 3D game engine pipeline, introducing students to ZBrush and UE4.

Character Production Specialist
Sep 2017 - Oct 2017

Springboard Productions, Inc. / Mocap Militia

- Cleaned up scan data and created real PBR shaders and game-engine solutions for VR and real-time applications.

Game Artist & Design Instructor
Jul 2014 - Jul 2016

Media Design School - Auckland, New Zealand

- Taught and guided international students in all aspects of modeling, texturing, designing and conceptualizing their unique game concepts.

Associate Course Director, Animation & Preproduction
Feb 2011 - Jun 2014

Full Sail University

- Associate Course Director for Animation and Preproduction (ANP), alongside freelance character art contracts including Cloakworks Inc. (2012), Jogonaut (illustration and character design, 2012) and Redcell Gaming (2012).

Character Artist
Apr 2010 - Jan 2011

EXIS Interactive (Exis LLC)

- Created high-resolution character models for Day 1 Studios on *F.E.A.R. 3* for PC, PlayStation and Xbox 360, and assisted with general marketing and art direction. Also worked as a freelance character and production artist with Exis (Sep 2010 - Jan 2011).

Associate Instructor, Character Design & Creation
Apr 2008 - Sep 2010

Full Sail University

- Taught the fundamentals of proper edge flow for organic modeling, grounded in the foundations of human anatomy.

Character Modeler
May 2006 - Mar 2008

Electronic Arts (EA)

- Texturing, modeling, sculpting and resurfacing digital scan data for *NFL Tour* and *NFL Head Coach*. Updated the production pipeline with new texture maps and created visual targets and concept work for *NFL Tour* and *Street 3* for PSP.

ADDITIONAL PROFESSIONAL WORK

Freelance Character Art & Instruction - Selected
2008 - 2015

- **Gumroad (2015):** created a tutorial series on character texturing and shader creation for real-time and cinematic development using UE4, Substance Painter and Maya.
- **Project Paragon (2014-2015):** freelance character artist and modeler - 3D character models, revised concept art, and high-resolution, animation-ready meshes for the main character.
- **Iolanthe (2014):** character concept art for the main protagonist of a side-scroller, with Ricardo Brown, for client James Grieco.
- **WF Revolution (2010-2011):** 3D character modeling, textures and rigging for an indie game studio.
- **PixelArts Magazine (2009-2010):** featured artist - tutorials and showcased work, February 10, 2010 issue (18th publication).
- **Toro-TV (2008):** high-resolution concept character logo for a promotional campaign.

SELECTED CREATIVE WORK

- **Ascension** - animated art series featured on robertakbrown.com; character and film work including Acheron, Aithera, Bardo - Esoterica and the Oracle.

EDUCATION & BACKGROUND

- Studied at the Cleveland Institute of Art and Full Sail University.
- Teaching career across the United States and New Zealand, including Media Design School in Auckland.
- Originally from Altamonte Springs, Florida; based in Cleveland, Ohio.