

ANDREW SMITH

GAME ARTIST

(616) 322-3781

ArtbySmitty@gmail

PORTFOLIO: ArtbySmitty.com

717 Indiana Ct. Apt.11
El Segundo, CA 90245

EMPLOYMENT:

INSTITUTE FOR CREATIVE TECHNOLOGIES (<http://ict.usc.edu/>)

Marina Del Rey, California

Dec. 2009

Present

Lead Technical Artist II (Full-Time)

- Working with an experienced game design team to create all of the diverse characters for the institute's Virtual Patient project.
- In charge of modeling, texturing, rigging, pipeline implementation, importing, creating documentation of art assets, and managing a small team of artists.
- Using cutting edge industry software while collaborating with in house development teams to implement our assets into the Gamebryo game engine.

SIDESHOW COLLECTIBLES (<http://www.sideshowtoy.com/>)

Nov. 2009

Thousand Oaks, California

Lead 3D Artist (Freelance)

- Created Tyrannosaurus Rex model for the movie, "Help Wanted." (2009)

Flippin Tables (<http://www.flippintables.com/>)

Oct. 2009

Grand Rapids, Michigan

Character Artist (Freelance)

- Created twelve unique characters for an unannounced banking corporation.
- Modeled, textured, and posed all characters while compositing our HD renders.

EMAGINATION COMPUTER CAMPS (<http://www.computercamps.com/>)

June 2008

Philadelphia, Pennsylvania

June 2009

Assistant Camp Director & Technology Counselor (Annual Employment)

- Planning and running day to day activities as the Assistant Director of the camp.
- Instructed campers in various computer programs used in game design.

EDUCATION:

Ferris State University,

Graduated

Grand Rapids, Michigan

2009

Bachelors of Applied Science Degree

Digital Animation and Game Design

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TECHNOLOGY SKILLS:

I am an experienced and creative game artist that develops cutting edge graphics. I use the latest programs, applications, techniques, and apply them with my traditional art skills to drive my creativity.

- ✓Autodesk 3dsMax
- ✓Pixologic Zbrush
- ✓Crazybump
- ✓Unreal Editor 3.0
- ✓Autodesk Maya
- ✓Adobe Photoshop
- ✓xNormal
- ✓Gamebryo Game Engine

RELEVANT INFORMATION:

- Organized and spoke on a panel at the Game Education Summit 2010
- Presented Virtual Patient characters at the TEDx Conference in LA 2010
- "Outstanding Senior" award winner at Ferris State University 2009
- Kalamazoo Animation Festival International participant 2009
- Tutorials and artwork published on front page of 3dTotal.com 2007
- Tutorials and artwork published on front page of CGTantra.com 2007
- Game Developers Conference Associate Volunteer since 2005
- IGDA (International Game Developers Association) since 2004
- Active member online in game artist forums and competitions since 2004

REFERENCES:

...References available upon request...