

ANDREW SMITH

GAME ARTIST

(616) 322-3781

ArtbySmitty@gmail

PORTFOLIO: ArtbySmitty.com

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

EDUCATION:

**Ferris State University,
Grand Rapids, Michigan**

Bachelors of Applied Science Degree
Digital Animation and Game Design

**Graduated
2009**

EMPLOYMENT:

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

Marina Del Rey, California

Lead Artist (Full-Time)

- Working with an experienced game design team to create all of the art assets for our Virtual Patient project.
- In charge of modeling, texturing, rigging, animating, importing, and creating documentation of all art assets.
- Using Industry standard software along with in house developed software to implement our assets into the Gamebryo game engine

**Dec. 2009
Present**

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

Los Angeles, California

Lead 3D Artist (Freelance)

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

Nov. 2009

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

Grand Rapids, Michigan

Lead Character Artist (Freelance)

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

Oct. 2009

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

Philadelphia, Pennsylvania

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.

**June 2008
June 2009**

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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:

- "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
- 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...