

Andrew Staley

3d Modeling, Environment, Prop and Texture Artist

2017 W Farragut
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EXPERIENCE

SaganWorks, Ann Arbor, MI (Remote) — *Freelance 3d Artist*

March 2018 - Present

Organized, optimized, uv, and texture both organic and hard surface models ranging from small props to large vehicles.

Villainous Games, London, UK (Remote) — *Environment Artist*

June 2017 - September 2017

Created multiple foliage decals and assets for indie game
Give creative feedback on environment design and level design
Designed and created multiple assets for environment using Maya, Photoshop, Substance and Unreal Engine

Dark Catt Studios, Chicago, IL — *Designer, 3D Artist*

July 2016 - April 2017

Worked on various VR tools and games play testing and creating assets. Built multiple VR prototypes using both Oculus and Vive kits
Managed Source Control over Sandboxes and Projects. Created multiple models, materials and textures as well as VFX particle systems for experiences

Internal Drive Summer Camps, Various — *Lead Instructor*

June 2009 - August 2017

Instructed campers 3D modeling in Autodesk Maya and level design in both the Unreal Engine and Source Engine. Lead other Instructors in activities and helped with teaching difficulties. Took care of technical issues with camp software and network problems.
Designed curriculum for Unreal Engine courses. Responsible for health and wellbeing of group of campers. Campers and students ages ranged from 10 to 18 years old

EDUCATION

Illinois Institute of Art, Chicago, IL *BFA in Game Art & Design 2009*

SKILLS

Professional Knowledge of:

Maya

Substance Painter

Unreal Engine

Photoshop

Illustrator

After Effects

Zbrush