

ANDYNELSON

3D GAME ARTIST

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SKILLS

High Poly Modeling, Low Poly Modeling, UV Mapping, PBR Material Creation, Asset Baking

Knowledgeable in:
Modular Asset Design,
Basic Rigging and Animation,
Level Design,
C# and Unreal Blueprint,
Computer Hardware and Software Repair

SOFTWARE

Maya, Mudbox, Quixel Suite (NDO, DDO), Photoshop, Illustrator, Marmoset Toolbag, Substance Painter, Handplane3D UE4, Unity, Radiant

Knowledgeable in:
HTML, CSS (Bootstrap),
After Effects, xNormal,
Meshmixer, Marvelous Designer

EDUCATION

CGMA - CG Master Academy CURRENTLY ENROLLED
Current Course: UE4 Modular Environments

AAS: Computer Game Development Degree JUNE 2018
Mt. Hood Community College
Portland, Oregon

RELATED WORK EXPERIENCE

DEKOGON STUDIOS - ARTIST COLLECTIVE JAN 2018 - PRESENT
3D MODELER / TEXTURE ARTIST

- Creating game ready assets for UE4
- High and Low poly modeling
- Asset Baking and PBR Texturing
- Creating asset variations for lower or higher polycounts and colorways

ROCKHART CLOTHING SPRING 2017
HIGH POLY MODELING AND DESIGN

I was tasked with helping design and create a 3D printable clothing pin. I worked with the owner/designer of Rockhart Clothing to design a pin that could be manufactured and cast out of metal.

Responsibilities:

- High Poly Modeling that allowed for revisions
- Helping refine and design a pin that's 3D printable