

ANDYNELSON

3D ENVIRONMENT ARTIST

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SKILLS

High Poly Modeling, Low Poly Modeling, UV Mapping, PBR Material Creation, Asset Baking, Modular Assets, Problem Solving

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

SOFTWARE

Maya, Substance Painter, Marvelous Designer, zBrush, Quixel Suite (nDO, dDO), Photoshop, Illustrator, Marmoset Toolbag 3, Substance Painter, Handplane3D UE4, Unity, Radiant

Knowledgeable in:
Substance Designer, HTML, CSS, After Effects, xNormal, Meshmixer, Knald

EDUCATION

CGMA - CG Master Academy SUMMER 2018
Completed 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