

# Armand Andrade

Environment Artist

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artstation.com/andradeartwork

## Experience

- ▶ **Lead Environment Artist** - Devil's Denim - Mar - Jun 2019
  - ▶ Lead on a five person team creating a game demo with original game mechanics with original character development (10 week exercise)
- ▶ **Speed Modeler** - Various Projects - Mar - Jun 2018 | Sept - Nov 2019
  - ▶ Three week, two week and one week modeling charettes creating environments and props to meet fast track modeling timeframes

## Education

- ▶ **Savannah College of Art Design (SCAD)** - Savannah, GA | 2016
  - ▶ B.F.A Interactive Design and Game Development
- ▶ **Art Center College of Design** - Pasadena, California | 2015
  - ▶ Independent Class Courses for prop and character modeling

## Hard Skills

- ▶ Prop Modeling
- ▶ High to Low-Poly Baking
- ▶ Retopologizing
- ▶ Systems Design
- ▶ Technical Art

## Soft Skills

- Time Management ◀
- Team Player ◀
- Communication ◀
- Problem Solving ◀
- Researching ◀

## Software Skills



Maya



Zbrush



Unreal 4



Substance



UV  
Layout



Photoshop



Illustrator



TopoGun