

Andrew Laszlo Harrington

3D Artist

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OBJECTIVE: A **3D-Modelling** position with a company seeking an enthusiastic, self-motivated professional with experience modeling and texturing game assets, adapting quickly to new processes, meeting strict deadlines, eager to listen to art critique and utilize feedback to constantly improve.

SUMMARY OF QUALIFICATIONS

❖ **3D Studio Max & Maya**

- Creating low and high-poly hard surfaced and organic models using multiple styles of modeling techniques including using Planes, Boxes and Splines.
- Creation of modular assets for optimal level building time.
- Usage of vertex coloring for the purposes of creating depth and to be utilized with game engine materials.
- Utilization of the Render to texture dialog and projection mapping to create normal, light and diffuse maps.
- Efficiently unwrap object for optimal texture resolution.

❖ **Zbrush 2 & 3**

- Creating high-poly version of low-poly assets for the purposes of producing a normal map.

❖ **Adobe Photoshop**

- Creating custom and tiling texture maps including but not limited to diffuse, alpha, normal, and specular

❖ **Unreal 3 Engine**

- Prototyping levels for optimal steaming, AI navigation and design layout.
- Producing custom materials utilizing various expressions such as texture samples, vertex coloring, liner interpolate, and bump offset.
- Creating parent material utilizing texture and scaling parameters in efforts to conserve memory.
- Creating packages that include things such as static meshes, compressed textures, materials, material instant constant and terrain layer setups.
- Producing custom shaped volumes using BSP shapes and the Geometry Edit tool.
- Creation and implementation of Nav-meshes.
- Extensive use of the Unreal tools such as the Terrain Edit tool.
- Creation of custom collision boxes for game assets.

EXPERIENCE

Rainbow Studios

Contracted Environment Artist

January 2008-April 2008

- Tasked with the creation of dynamic environments by creating and implementing level assets.
- Assist in the designs of level layouts and a module road system.
- Creation of custom materials to blend textures together using a alpha mask.

Liquid Entertainment

June 2007- September 2007

Contracted Environment Artist

- Tasked with the creation of dynamic environments by creating and implementing level assets.
- Responsible for fixing various types of bugs including collision, graphic and game play.

D3Publisher of America, Inc.

Contracted QA Tester

June 2006 – September 2006

- Identifying and analyzing specific conditions such as collision, graphics and crashes.
- Document conditions found into a computerized database to help produce a high-quality product.