

# Andrew Brewer

## 3D Artist



### Professional

#### Berg Electric, San Diego, CA

*Heavy Equipment Operator, Sep 2006 - Present*

- Operate heavy equipment with a high degree of skill to excavate trenches for the installation of electrical conduit.
- Assist foreman with the layout and set up excavations and trenching.

#### DAI, Inc, Worked Remotely

*Contract 3D Artist, Dec 2014 - Aug 2016*

- Modeled pieces of the UH60 helicopter and CH47 engines for a training program for US Army technicians.
- Took individual pieces of the aircraft engine, 3D modeled and UV'ed in 3D Max and textured them in Adobe Photoshop to exact specifications set by the client. Models needed to be accurate to 1/100<sup>th</sup> of an inch.
- Traveled on-site to a US army base to photograph and precisely measure all pieces of the engine to better assist the modeling team.

#### MTS Technologies, Worked Remotely

*Contract 3D Artist, Oct 2013 - Jan 2014*

- Modeled and textured military assets (tanks and artillery in the Arma 3 engine for US army) as "true to life" as possible.
- Collaborated with design team to develop and implement a novel way to hand paint camo textures for all tank and artillery pieces on project.
- Troubleshoot previous art team's 3D art assets by identifying and addressing technical and texture issues.

#### SharpTooth Studios, Escondido, CA

*President/Owner, July 2013 - July 2014*

- Designed and created the company's first title, "Skate King".
- 3D modeled assets, digitally sculpted in Zbrush, textured in substance painter and imported into the Unity game engine.
- Designed UI/HUDs/game interfaces and implemented into the game.
- Lead a team of programmers/artists to create a working prototype.

#### Nine Pound Studios, Churchville, NY

*3D Modeler and Texture Artist, Nov 2009 - Jun 2010*

- Created 3D characters and assets for a successful indie game company.
- Collaborated with Art Director and developers to ensure art assets met game design requirements.
- Modeled and textured 3D game assets to import into Unity game engine.
- Created UI elements for menus, player HUD, and weapon and armor icons for iPhone and iPad devices.



### Contact

#### Phone

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### Skills and Competencies

- 3D Max
- Adobe Photoshop
- Zbrush
- Substance Painter
- Unity Game Engine
- 3D modeling/asset creation
- UI design
- UV mapping
- Digital sculpting
- PBR shader creation
- Art asset optimization
- Collaboration with game designers and developers
- Knowledge of game design requirements
- Problem solving and critical thinking
- Time management and organization
- Strong communication skills



### Education

#### The Art Institute of California, Los Angeles, CA

Bachelor of Science Degree in  
Game Art and Design  
September 2009