



Andrew Mathieson

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Education

College for Creative Studies, Detroit, MI
Pursuing BFA in Entertainment Arts
Areas of Specialization: Game Art
Cumulative GPA 3.54
Fall 2012 - May 2016 (Graduated-May 2016)

Work Experience

Strength in Numbers (SIN), Lansing, MI
Environmental 3D Artist May 2015 - May 2016
Oakland Management (All Seasons), Rochester Hills, MI
Member of the wait staff. July 2010 - Jan 2012

Software Experience

- Maya
- Photoshop
- Zbrush
- Unreal Engine V3-40.
- xNormal
- Adobe After Effects
- Substance Designer
- Substance Painter
- Quixel Suite

Skills

- High Poly Modeling
- Low Poly Modeling
- Texturing
- Rendering
- Baking Maps
- Lighting
- UV Unwrapping
- Modular Workflow

Achievements

Dean's List: Fall 2012 / Winter 2014 / Fall 2014 / Winter 2015 / Fall 2015

Affiliation

2013 - 2014 Siggraph Club - Co-Founder / Co-Leader

Personal Attributes

- Eagerness to learn and master new techniques and software.
- Ability to work well with others, as well as independently.
- Commitment to excellent work practices and performance.

Hobbies

- Working on my classic 1970 Chevrolet El Camino.
 - Board and table-top games with family and friends.
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