

Andrew Mathieson

3D Artist / 2D Compositor

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Profile

Passionate 3D artist with over 5 years of experience in 3D modeling, texturing, real time workflow and 2D compositing. Eagerness to learn and adapt to new techniques and software.

Skills

Software experience with Maya, Zbrush, Unreal Engine 4, Substance Designer and Substance Painter, Photoshop as well as Nuke.

High / Low Poly Modeling, texturing, Virtual reality, Automotive compositing, lighting, rendering, baking maps, UV mapping and modular asset workflow.

Work Experience

Mackevision/Accenture Interactive

2D Compositor / 3D Artist

August 2016 - December 2019

- Worked as a 2D Compositing Artist in Nuke and retouched configurable vehicles.
- Composited video for client presentations and advertisements.
- Worked on multiple 3D experiences using Unreal Engine as well as created environments for product backgrounds.
- Created high quality 3D models for online catalog images.
- Worked as a team with multiple departments to create configurable images.

Strength in Numbers Studio (SIN)

3D Environmental Artist

May 2015 – May 2016

- Modeled and textured environmental assets for the Tuebor video game.
- Created diverse levels and unique props based on self-direction and concept art.
- Worked closely with a stellar team of talented video game artists to produce a PC game.

Education

College for Creative Studies Detroit, MI

August 2012 – May 2016

Bachelor of Fine Arts in Entertainment Arts with an emphasis in Game Art.

GPA 3.54

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