



ANDREW WEIR

3D ARTIST

PORTFOLIO: ANDREWWEIRART.ARTSTATION.COM

Male – 03/03/1995 – United Kingdom

WORKFLOWS

- High to Low Poly Baking and Modeling
- Weighted Normals – Med-Poly Workflow
- Hand Painted or otherwise Stylized
- Sculpting in Zbrush to Low Poly
- Public Game Engines – Unreal and Unity
- Private Game Engines – Sony PhyreEngine
- Hard Surface and Organic Modeling
- PBR Workflow

SYNOPSIS

I am a highly self-motivated 3D artist, with a lot of generalist skills. Specifically environment based. I pride myself on being highly adaptive to new software, workflows and experiences. I have achieved First Class marks across my third year at university, without any falling below a First, while balancing my time with a part time bar job. Showing my determination towards breaking into the industry. During my masters year I have continued to push myself further. I hope to achieve constantly growing standards of work beyond university and to continue to consistently hit deadlines.

EDUCATION

Mart Games Design – First Class Masters Degree • July 2017 • Sheffield Hallam University

A-Level Art – A* • July 2013 • Silverdale School

SOFTWARE

Regular Use:

Unreal Engine – Marmoset Toolbag – Blender – 3DS Max – Substance Designer – Substance Painter – B2M – Zbrush – Quixel Suite – Knald – Xnormal – Photoshop

Additional Use:

Maya – Adobe After Effects – 123D – Marvelous Designer

VOLUNTARY AND OTHER WORK

Outside of university I worked in a very busy bar environment, taking away many disciplines including teamwork and time management. Usually being the friendly face who introduces new staff to the workplace. I have taken multiple opportunities to take time helping younger students decide if games design is for them. Visiting Sheffield Collage to inform students about the course and working with Princes Trust in a one week program to help young students to get inspired in other areas of education, such as Game Design.



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INTERESTS

3D Art:

Before I made my hobby into a university degree, I was working most afternoons learning and creating video tutorials for the 3D modeling software Blender. My skills were limited, however I was eager to share the knowledge and help others. A trait I still carry. My YouTube channel for tutorials has gained over 5000 subscribers and almost one million views. With overwhelming feedback on almost every video.

Gaming:

Playing games is a very common hobby. Overall, I prefer to get a well-rounded experience with very few games pulling me in for the 50+ hour gameplay time they offer. I spend most afternoons playing quick online games from Paragon to Uncharted. The games that grab my attention tend to be smaller, some of my favorites are Journey, Firewatch, The Witness, The Last of Us and Portal.

PROJECTS AND EVENTS

PieceFall VR (PS4 release expected 2017):

Having seen my work on BBO (below), I was a highly-requested artist for the continuation of the previous student PlayStation title PieceFall. Tasked with converting it into the PSVR platform, to be taken onto the PS Store. Picking up previous student work creates endless trouble. In a team of Five, three artists and two programmers, I was tasked with being lead artist, mainly helping solve issues with keeping a consistent art style, learning animation and rigging in Maya, VFX and the 3D UI. Generally being a faster worker, I also took on a large portion of the new island.

Androids Vs Asteroids:

Taking away first prize, this Game Jam event was roughly set over 48 hours. I was the only artist working in a team with two programmers, creating an original game with the theme "Cycles". Working in Game Maker Studio. www.youtube.com/watch?v=IwyPY-W7dBg

Bionic Blitz Overdrive (BBO):

This year long project took a low priority in my third university year, still achieving top marks. In a team of four people, two artists and two programmers, we tackled a top down, Mad Max inspired, 80s Gameshow, Car Fighting game. With the totally in your face name Bionic Blitz Overdrive. This was a 3D project, and our first encounter with a bare bones game engine, Sonys own Phyre Engine.

My role included working on smaller assets as I spent most of my time tackling and helping solve a large range of issues, being the key communication between artists and programmers. I would take on tasks such as the VFX, Exporting Pipeline and taking care of tasks the programmers required, letting the other artist tackle more familiar ground. While also stepping in and taking on important assets when needed.

ASCEND:

Ascend is a group project. I am currently working hard to release a prototype for this years Eurogamer Expo. The project is in association with the UK Games Fund, for their event called Tranzfuser, We are delighted to have been accepted to work for this event, and have taken this time to learn how to work as a team with Source Tree and Source Control.

My roles in this project are environment based, texturing and modeling assets. I am the most experienced user of unreal, so I am also assisting with blueprints and leading the creation of the shaders, vfx and lighting.