

ANDREA MELE

VISIONARY – GENUINE – PIZZA ENTHUSIAST

Website: <http://www.iDreamFX.com>

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SPECIALIZATIONS

Software

- 3D Studio Max
- ZBrush
- 3D-Coat
- Blender
- Substance Painter
- Marvelous Designer
- Unfold3D
- Topogun
- KeyShot
- xNormal
- Crazybump
- Adobe Photoshop
- Unity
- Unreal Engine

Abilities

- 3D modeling
- Asset Optimization
- Uv Mapping
- Texturing
- Rendering
- Basic Rigging
- Skinning And Animation
- 3D Scan Data Handling
- Traditional Drawing
- Digital 2D Painting
- Character Design
- Concept Artwork
- Game Design
- Style Guides
- Storyboarding
- Sprite Work
- xHTML
- CSS
- JQuery
- Dreamweaver

EXPERIENCE

3D Artist

iDreamFX
June 2017 - present

- Create models for environments, props and characters to clients needs
- Asset optimization, fixing mesh, UV mapping and rendering issues
- Creating internal tutorials for clients for 3Ds Max, Zbrush, Keyshot and Marmoset Toolbag
- Create style guides for other artist to follow for a cohesive outcome
- Create and texture optimal 3D models for multi-platform usage
- Creative consultant on level and game design
- Creating 3D models and texturing assets to used for Virtual Reality simulations
- Create concept designs and bring them to standardized completion

3D Artist

Interactive Sports Technologies Inc.
February 2015 - January 2017

- Creating 3D level assets using 3D scan data
- Concepting Video game ideas from conception to completion
- Quality Assurance testing of Unity Engine assets
- Cleaning, remeshing and texturing 3D models for 3D mini games
- Using Blender, 3Ds Max, Zbrush and proprietary software for 3D mapping out simulated levels
- Created scripts for ease of use actions and editing in Adobe Photoshop.

3D Artist

Galaxy Interactive
April 2015 - 2017

- Create and texture 3D models from concept artwork
- Create concept designs and execute them accordingly
- Creative consultant on level and game design

2D-3D SPRITE ARTIST
ZGTeam & M.U.G.E.N.
February 2015 - present

- Creating 2D Sprites from 3D Models
- Rigging, Animating and Rendering
- Video game designs and concepts
- Ripping sprite sheets/sounds & graphics
- Creating custom 2D/3D graphics and sprites
- Creative business strategies
- Minor programming

ART DIRECTOR & 3D ARTIST
Virtue-Reality
April 2013 - 2016

- Create style guides for other artists to follow for a cohesive outcome
- Create and texture optimal 3D models for multi-platform usage
- Creative consultant on level and game design

3D ARTIST
Planet 15
February 2013 – 2015

- Create and texture 3D models from concept artwork
- Create concept designs and execute them accordingly