

# ANDREA MELE

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

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## Specializations

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

## Education

Humber College - 3DS Max Modeling and Animation 2008 - 2008  
Seneca College - Art Fundamentals 2005 - 2006

## Experience

**3D Artist** - iDreamFX 2017 - present

- Create and texture optimal 3D models for multi-platform usage
- Creative consultant on character and asset designs
- Creating internal tutorials for clients for 3Ds Max, Zbrush, Keyshot and Marmoset Toolbag

**3D Artist** - Interactive Sports Technologies Inc. 2015 - 2017

- Creating 3D level assets using 3D scan data
- Concepting Video game ideas from conception to completion
- Using Blender, 3Ds Max, Zbrush and proprietary software for 3D mapping out simulated levels
- Quality Assurance testing of Unity Engine assets

**3D Artist** - Galaxy Interactive 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. 2015 - present

- Creating 2D Sprites from 3D Models
- Rigging, Animating and Rendering
- Ripping sprite sheets/sounds & graphics
- Creating custom 2D/3D graphics and sprites

**Art Director & 3d Artist** - Virtue-Reality 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 2013 - 2015

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