

# ANDREA MELE

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## Education

Cisco Networking Academy - CCNA Routing & Switching	2018 - 2019
Cisco Networking Academy - UNIX ESSENTIALS	2018 - 2019
Cisco Networking Academy - IT Essentials	2018 - 2019
Humber College - 3DS Max Modeling and Animation	2008 - 2008
Seneca College - Art Fundamentals	2005 - 2006

## Experience

**3D Artist** - Definitive Toys 2019 - present

- Designed and modelled sculptures for 3D printing
- Collaborated in adapting sketches into 3D figures
- Engineered 2 part molds with custom specifications

**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

## Specializations

- 👍 3D Studio Max
- 👍 ZBrush
- 👍 Adobe Photoshop
- Substance Painter
- Marvelous Designer
- Topogun
- Blender
- KeyShot
- 3D-Coat
- Unfold3D
- Unity/Unreal Engine
- Marmoset Toolbag
- R3DS Wrap