

**ANDREW**  **KINABREW**  
3D artist  
9813 salem rd NE  
albuquerque, NM 87112

portfolio: [www.andrewkinabrew.com](http://www.andrewkinabrew.com)  
email: [andrew@akinabrew.com](mailto:andrew@akinabrew.com)  
phone: 505.417.1151

## objective

To contribute as an invaluable member of an art team in order to reach a goal that is both fulfilling for my employer and myself.

## qualification summary

Self motivated, adaptable, detail-oriented with a strong work ethic. Strong knowledge in Luxology Modo, Autodesk 3DS Max and Maya. Deep understanding of modeling work flow in regards to edge loops and edge placement, polygon reduction, and Levels of Detail. Strong understanding of Normal map and AO baking in 3DS Max, and Luxology Modo. Strong knowledge of Adobe Photoshop and various painting and photo manipulation techniques to obtain a desired texture output. Strong understanding of conceptual and previsualization work. Strong experience with Asset management in Avid Alienbrain. Willing to contribute creative problem solving to resolve issues in the art pipeline.

## education

The Art Center Design College, Albuquerque NM Feb 2002 - Dec 2005  
Dual major: Bachelor of Arts in Illustration and a Bachelor of Arts Animation with a minor in Graphic Design.

## Program knowledge

Adobe Photoshop, Adobe Illustrator, Autodesk 3DS Max, Autodesk Maya, Luxology Modo, Pixologic Zbrush, Autodesk Mudbox, Avid Alienbrain, FAOGEN, XNormal, 8 Monkey Labs Marmoset Toolbag, Dreamweaver, Adobe After Effects

## Game Engine knowledge

Emergent Gamebryo, Source, some Unreal 3

## Coding Languages

HTML, CSS, XML, PHP, MYSQL

## Employment History

*Game Artist • Game Production Services, LLC • Aug 2007 - Sept 2009*

Responsible for creating real-time assets and textures and managing them through source control as environments, props, vehicles and effects using the Emergent Gamebryo pipeline for CADTS (Cognitive Air Defense Training System) 2007-2008, FCSMDT (Future Combat Systems Mobile Demonstration Trailer), JFETS-CASM (Joint Fires & Effects Trainer System Close Air Support Module), Urban Sim and an unannounced IP.

*3D Artist/Web Designer • Freelance • 2002 - current*

Responsible for tailoring custom high and low polygon assets, textures, web sites and illustrations for various clients including ARES Corporation, BDI, RECI, 30 second street, Wadalusi Productions, Enchanté Productions LLC, and The United Way of New Mexico.

*Instructor • Art Center Design College • Jan 2006 - Dec 2007*

Responsible for instruction, research, preparation of lesson plans for the education of university level students.

*References: Available upon request*