

ANDREW RACZKOWSKI

3D Character Artist

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Skills

- Clean, efficient, animated low-poly modeling
- Detailed textures from photograph, procedural, and hand painted sources
- Strong eye for detail
- Detailed, clean high-resolution modeling
- Normal maps using a variety of tools
- Clean organized UV layout
- Team-oriented worker

Tools

3D Studio Max
ShaderFX
Perforce

Maya
CrazyBump
Subversion

ZBrush
Unreal Engine

Photoshop
Source Engine

Experience

Character Artist (March 2008-Nov 2008) *Meteor Games, West Hollywood California*

Modeled creatures, monsters, characters, and accessories for casual MMO Twin Skies, created expressions, variations, and style tests, worked closely with technical and design leads to establish character pipeline and style requirements.

Character Art Intern (Oct 2007-Feb 2008) *2K Sports LA, Camarillo California*

Ported next-gen player heads to Wii console, including UV fixes, texture cleanup, and lighting removal.

Art Lead (2004-2006) *Eternal Silence Mod Team*

Directed art team and coordinated with design and technical departments, created characters, textures props, ships for Source engine, prototyped experimental gameplay assets, compiled game-ready models and materials. Version 1.0 of the mod was awarded *Best Multiplayer FPS Mod* at the 2007 Independent Games Festival.

Education

Savannah College of Art and Design *BFA 2005, Interactive Design and Game Development*

- Student tutor in modeling, texturing, and level design courses

Titles

Twin Skies, Meteor Games, Online PC (Unpublished)

Major League Baseball 2K8, Kush Games, 2K Sports, Nintendo Wii (2008)

Eternal Silence 2.0, Eternal Silence Team, PC (2007)

References available upon request