

ANDY CAMERON



WORK EXPERIENCE

2020
FEB '12
MAY '20



3D ARTIST/GENERALIST

- Created high/low resolution 3D game assets for Top #10 Mobile Games
- Trained all new artists in Pipeline & Engine Implementation Requirements
- Collaborated with Design and Engineers for new game features.
- Reviewed Outsource Art to ensure quality and cohesion.
- Documented aspects of the Modeling Pipeline for future employees.
- Participated in sprint planning to improve production process.
- Worked with Marketing Team to add game assets to Commercials.

3D

GAMES DELIVERED:

- Game of War: Fire Age
- Mobile Strike
- Final Fantasy XV: A New Empire
- World War Rising
- Crystalborne: Heroes of Fate

2012

DEC '11



FEB '12

MAY '11



DEC '11

QA

JAN '10



APR '11

MAR '09



OCT '09

2009



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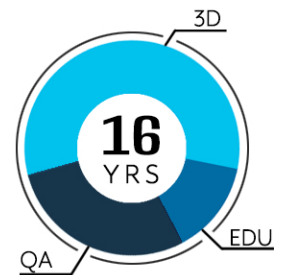


AndyCameronArt.com



linkedin.com/in/andywcameron/

TOTAL EXPERIENCE



SOFTWARE KNOWLEDGE



EDUCATION



COGSWELL POLYTECHNICAL COLLEGE

B.A. in Digital Art and Animation
FALL 2004 – FALL 2008

WEBSITE QR CODE

