

# Andrew Leslie

Environment & Prop Artist  
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**OBJECTIVE:** To put my creativity and skill to use for a company at the forefront of modern gaming; to innovate and excel in all aspects of Environment and Prop art, and to work and flourish amongst a team of my peers.

**SUMMARY OF SKILLS:** Extensive knowledge of 3D modeling, sculpting, and texturing Environment and Prop art intended for use in videogames, including texturing for use with a physically-based shader system. A solid knowledge of color theory, composition, and silhouette.

**SOFTWARE OF CHOICE:** Maya — Zbrush — Photoshop — xNormal

**GAME ENGINES:** Unreal Editor 4 — CryEngine — Unity

**EXPERIENCE:** **Unannounced Title (Mobile RPG) - Environment and Prop Artist.**

**DETAILS:** Section Studios - January 2016 to April 2017

- I was in charge of developing, modeling, texturing, and decorating, an entire set of levels, and most props within those levels, for an unannounced Mobile RPG, using Unity.

**EXPERIENCE:** **Alone in the Dark: Illumination (Horror Shooter) - Environment and Prop Artist.**

**DETAILS:** Pure - April 2014 to August 2015

- I made a number of props, weapons, and environment pieces, in addition to setting up materials for myself and others. I created a number of alternative character outfits for the player to choose from. I also worked with basic blueprints, created LODs, LMUVs, and optimized meshes.

**EXPERIENCE:** **Nether (Survival Shooter) - Prop Artist.**

**DETAILS:** Pure - April 2014 to August 2015

- I made a number of props and character accessories, and worked together with the level designer to figure out which props were needed to set-dress the game.

**EXPERIENCE:** **My Place in Space (Space Exploration) - Freelance Prop Artist.**

**DETAILS:** Wellspring Games - December 2012 to January 2013

- I made around fifteen props for Wellspring Games, and worked through Skype, with a team of five people, for an unreleased space exploration game, akin to Asteroids, for iOS.

**EDUCATION:** **The Art Institute of California — Los Angeles.**

**Santa Monica, CA**

**2010 through 2013. B.S. Game Art and Design. (Received)**