Andrew Gomez

Environment Artist

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Software

Autodesk Maya	Pixologic Zbrush	Unity
Autodesk 3DS Max	Quixel Suite	Marmoset Toolbag
Adobe Photoshop	Perforce	Substance Designer

Work History

3d Artist — July 2017 - Present

MLB Advanced Media

Expanding, optimizing and improving upon stadium environments for use in Unity game engine.

Titles:

RBI Baseball '18, '19. '20, '21 – PS4, XB1, Switch, IOS, Android
MLB Home Run Derby '18, '19. '20, '21 – IOS, Android

Contract 3d Artist — Dec 2016 - July 2017

MLB Advanced Media

Expanding, optimizing and improving upon stadium environments for use in Unity game engine.

Titles:

MLB Battlegrounds – Occulus VR
MLB Home Run Derby '17 - IOS, Android

Environment Artist — May 2012 - Sept 2016

N-Fusion Interactive

Designed, modeled, UV mapped and textured 3D art assets for use within various game engines, while being mindful of keeping things well optimized for performance.

Titles:
Ember (2016) – PC, IOS
1979 Revolution: Black Friday (2016) – PC, IOS
Deus Ex: The Fall (2013) – IOS, Android

3D Artist — Oct 2011 - April 2012

Freelance

Created 3D characters for various projects. Responsibilities included high/low poly modeling, sculpting, low poly mesh creation, UV mapping and texturing.

3D Artist — Jul 2007 - Nov 2010

Digital Embryo

Designed, modeled, UV mapped and textured 3D art assets for use within various game engines, while being mindful of keeping things well optimized for performance.

References

Nick Covington - Tech Artist

"I worked with Andrew for a little over two years at N-Fusion Interactive. Andrew is one of the most dedicated 3D artists I've met in my time in the game industry. Andrew owns the tasks he's given, and isn't afraid to push the quality of his work above what is expected of it. Being quite the multi-talented individual, Andrew tackled tasks that were outside of the scope of his title, and always seemed to have a hidden talent or skill up his sleeve. It's a pleasure to be able to meet and work with people so focused and dedicated as he is!"

Chris Meyer - Lead 3D Artist

“Andrew is a talented 3D artist and I'm glad to have worked with him for over 3 years. He is always pushing himself to become a better artist and it shows. His low-poly modeling skills became among the best at our studio. Critiques are very important to him, as he frequently asks the opinions of others, always striving to better his skills and work. He is an exceptional environment modeler and has a great interest in character modeling as well. He is well suited to either a character or environment art team, as he excels in both areas. Any team would be glad to have Andrew on their side and I would gladly work with him again.”

Titles:
Summer Camp Showdown (n/a) – Wii
KVD's Big Bass Challenge (2010) – Wii/PS3
Winter Blast (2010) – Wii
Go Play City Sports (2009) – Wii
Summer Sports 2 (2008) – Wii
Cake Mania 2 (2008) – DS
Summer Sports (2008) – Wii

Education

Information Technology
Sep 2001 - Dec 2005

NJIT

Bachelor's Degree
Final GPA – 3.413, Dean's List

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