



Andrew Jacobs



3D Artist and Developer

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Experience

Team Kanohi “Bionicle: Masks of Power 2.0” Technical Artist **2021 - Current**

- ▶ Geometry Retopology, UV Mapping
- ▶ Texture Development, Texture Painting
- ▶ Shader Coding
- ▶ Weather System Development, UE4 Blueprint

Freelance Contracts **2019 - Current**

- ▶ Character, environment, prop art in Unity
- ▶ Hard surface Modeling, Rendering, Shader Scripting, Texturing, UV Unwrap

“Deusimator” Video Game Lead Developer **2018 - 2019**

- ▶ Created all 3D Models, Texture, UV Unwrap, Material, Articulation, Sculpt, UE4 Blueprint, Game Design, and Motion Graphic assets
- ▶ Directed a team of 10 Animators
- ▶ Collaborated with Sound Designer, Graphic Designer, and Level Designer

“Shapeless” Animated Short Technical Director **2016 - 2018**

- ▶ Managed asset database
- ▶ Supported animation department with rigs and props
- ▶ Collaborated with project leads, assisted with compositing and editing

Walmart Courtesy Associate **2011 - 2018**

- ▶ Senior position in team, Customer Courtesy, Adaptability, Multitasking, Endurance

Education

University of Saint Francis Bachelor of Arts in Animation **2015 - 2019**

Skillset

Software Maya, 3DStudio Max, Blender, ZBrush, Marmoset Toolbag, Substance Painter, Quixel Mixer, Unreal Engine 4, Unity, Photoshop, Illustrator, After Effects, Premiere, Cinema 4D, Microsoft Office Suite

Practical 3D Printing, Cintiq

Involvement & Recognition

Great Lakes Game Expo Deusimator **2021**

Global Game Jam Game Submission **2021**

80 Level Process Breakdown **2019**

PC Gamer Deusimator news article **2019**

Epic MegaJam Game Submission **2019**

Shapeless Selected Screening **2019**

*Film Festival of Columbus,
Great Lakes Internation Film Festival,
Sanctuary International Film Festival*

USF Outstanding Achievement **2017 - 2019**

SOCA Film Club Member **2016 - 2019**

ACM SIGGRAPH Member **2016 - 2018**

CTN Attendee **2017**

Tour of Blizzard Animation Department

KellyBox Co. Corrugated Sculpture Show

Awarded First Place **2016**