

# Andrew Leslie

Environment & Prop Artist

Joopson.com  
artstation.com/joopson

<b>Summary of Skills</b>	Extensive knowledge of 3D modeling, sculpting, and texturing environments and props intended for use in video games, including texturing for a physically-based shader system. Professional experience with Unreal Engine and Unity. High engagement and participation in online gamedev communities, extensive knowledge-base focused on modeling best-practices and techniques. <i>// Maya // Zbrush // Substance // Marmoset //</i>	
<b>Experience</b>	<b>3D Viz Artist</b> Wayfair	<b>Oct/2018 - Oct/2022</b> (4 yrs)
	<ul style="list-style-type: none"><li>• Worked with a team of artists in a fast paced environment to produce realistic 3D renders of varied Wayfair products for their website and print catalog.</li><li>• Enhanced product imagery by setting up realistic lighting in Vray for 3ds Max, fixing materials and textures, and optimizing highly detailed scenes and models.</li><li>• Tutored less experienced 3D artists to help standardize, simplify, and speed up production processes.</li></ul>	
	<b>Environment and Prop Artist</b> Section Studios	<b>Jan/2016 - Apr/2017</b> (1 yr 3 mo)
	<b>Projects: RIVAL: Crimson x Chaos, Project Sansar</b> <ul style="list-style-type: none"><li>• Helped develop, model, texture and decorate an entire set of Lovecraftian levels, and the necessary props, for <i>RIVAL</i>.</li><li>• Collaborated with another artist to create from scratch a space-age nightclub venue for the Second-Life sequel, <i>Project Sansar</i>.</li></ul>	
	<b>Environment and Prop Artist</b> Pure	<b>Apr/2014 - Aug/2015</b> (1 yr 4 mo)
	<b>Projects: Alone in the Dark: Illumination, Nether</b> <ul style="list-style-type: none"><li>• Created a number of major props, weapons and environment elements (caves, mines, railroad infrastructures, etc) utilizing Maya, zbrush, Quixel, and photoshop.</li><li>• Played an integral role in developing the lore and character of the game world by participating in early development brainstorming and writing content; along with creating props like maps, signs, etc, to convey the information.</li><li>• Set up master materials to be used by the team, also working with basic blueprints, the creations of LODs, Lightmap UVs, and optimized meshes.</li><li>• Created a wide variety of supporting game elements such as alternative character outfits for players to unlock, achievement icons, steam trading cards, and more.</li></ul>	
<b>Education</b>	<b>B.S. Game Art &amp; Design</b> The Art Institute of California — Los Angeles Santa Monica, CA   2010 through 2013	