

Andrew Pearson-Roach

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My goal is to constantly challenge and improve myself in creative environments, using my skills to create high quality visual gaming experiences.

GAMES WORKED ON

Mech Mice Academy – [Click for a Gameplay Video](#)

Mech Mice Tactics - [Click for a Gameplay Trailer](#)

Lexicon Heroes - [Lexicon Heroes Screenshot](#)

WORK EXPERIENCE

(Sept 2014 – Nov 2014) - Easley-Dunn Games

- Model and texture character models from supplied concept art. Required to meet technical specifications and also match existing art style.

(Nov 2012 – 2014) - Hyper Hippo Productions – 3D Generalist

- Working with a large team to produce entertaining games from start to finish.
- Director/Supervisor in charge of outsource asset creation. Planning asset designs to be created and providing technical constraints for the client.
- Communicating production, pipeline, dependencies, due dates, time constraints, and QA/bug reporting/fixing processes to the programmers and artists.
- Level design, creation, and population.
- Lighting, shaders, and composition.
- 3D modeling, texturing, and animation as required.
- Technical adjustments of in-game assets for game balance.
- In-game particle/special effects.
- Visual optimization for mobile launches.
- R&D on technical aspects and potential assets to aid production.

(Nov 2011 – Nov 2012) - Rocketsnail Games Ltd. - 3D Generalist

- Executing game design ideas from start to final prototype with a small team.
- Using Unity3D as the engine.
- 3D modeler and texture artist, plus animation as required.
- Level design and creation.
- R&D on technical constraints and capabilities in order to help production.

EDUCATION

Center for Arts and Technology (2004-2007)

- Diploma, Game Art and Animation

An intense two year program that covered: Art fundamentals, life drawing, character design, layout design, storyboarding, and classical 2D animation. The 3D portion covered: Modeling, texturing, rendering, rigging, 3D animation, motion capture, lighting, compositing, game design, collaborating with a team and executing the game vision.

OUTSIDE INTERESTS

Created pieces for local art gallery shows:

- Superheroes & Super villains – February 2015
- Saturday Morning Cartoons – October 2014
- Pixel Culture – January 2013