

Andy Littleton

OBJECTIVE

To Work with a talented team to create innovative and successful games. Making sure I set an example for high quality & high performance art graphics.

EXPERIENCE : OVER 7 YEARS OF GAME INDUSTRY EXPERIENCE

Ubisoft (Feb 2011 –Current)

San Francisco, CA

3D VFX Artist/3D Artist

- Currently working on Southpark fractured but whole
- Shipped Rocksmith & Rocksmith 2014. (87 metacritic)
- In charge of 3D gameplay & 3D VFX for Rocksmith series

Gameloft (Dec 2009 – Feb 2011)

New York, NY

3D Artist

- Apart of the core development for a successful launched title “Star Battalion” a 3D space shooter on I phone. (76 metacritic)
- Developed all the real time in game cinematic and vfx for Star Battalion
- Optimized and managed art assets to perform well on the I phone
- Rigged/animated/textured/modeled 3d vehicles and props.

Zynga (Nov 2008 – Dec 2009)

San Francisco, CA

2D/3D Artist

- Created half of the art assets for a successful launched title “Fishville” Currently has 8 million monthly active users
- 2D Illustrated with adobe illustrator and flash, environments and assets.
- Rigged/animated/textured/modeled creatures and environments for prototype 3D Facebook games.

EDUCATION

2014-Current Academy Art University

San Francisco, CA

- Some M.F.A. Classes, 3D Game Art (part time while full time at Ubisoft)

2005-2008 Academy Art University

San Francisco, CA

- B.F.A., 3d Animation/Visual effects

SKILLS

2016 Maya, Mudbox, Substance Designer, Substance Painter,
World Machine, After Effects, Photoshop, Zbrush, Popcorn VFX,
Fork Particle, Unreal Engine