ANDREW MAJEWSKI

MAJE 3D

3-D Modeler/Artist

Creative professional seeks a position as 3D Artist. Possesses wide range of knowledge includes 3D character and asset creation for both high and low resolution models, UV Mapping including UDIM workflow, Game-related PBR texturing, procedural texturing, projection and weight mapping techniques for cinematics, plus a broad understanding of adjacent disciplines.

EXPERIENCE

Spray'N Pray Studios – Raven: Immolation | 2014-Present

 3D Character and Vehicle Artist (May, 2014-Present)

- Created character and vehicle models designed for rigging and animation.
- Created and revised concept art.
- Assisted in troubleshooting and developing proper asset integration into the Unity 3D game engine.
- Created Blendshape / Morph Targets for character facial expressions and animations.

Prime Animations – Transformers Prime Galvatron's Revenge fan project | 2014-Present

 Character / Vehicular modeler (January, 2014-Present)

- Modeled several original characters from original drawings provided by concept artists inspired by Hasbro's Transformers property.
- Helped to resolve modeling workflow issues by introducing polygon to subdivision surface techniques.
- Provided and assists with technical feedback with animation, lighting and texturing workflows.

Construction Systems Associates | 2013-2016

 CAD Technician / 3D Modeler / Simulation Specialist

- Created various equipment simulations for diverse clients using proprietary software and compositing the resulting animations in Camtasia for presentations.
- Modeled assets as needed and remodeled customer supplied models to improve render times and reducing the potential for inaccuracies.

General Dynamics Electric Boat Corporation | 2008-2012

 Draftsman / Designer – Piping Discipline

- Led initiative in implementation of 3D animation for lifting and handling of modules in Active Gallery and visualization for component and pipe identification for 3D Studio Max presentations.
- Experience with advanced spline cage modeling used to develop detailed equipment for drawing presentations.

TECHNICAL EXPERTISE

SOFTWARE

- Expert Knowledge: Modo 401-902
- Advanced Knowledge: Zbrush 4R7, Maya, 3D Studio Max, Substance Painter, Adobe Photoshop CS,
- Universal Knowledge: AutoCAD 2014, Adobe After Effects, Lightwave, Substance Designer, Unity 3D

EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts, Interactive Design and Game Development

May 2005