

ANDREW BELLIVEAU

18210 NE 112th Way Apt. E1089 Redmond, WA 98052 • (775) 247-2549 • anderin55@yahoo.com

On-line Portfolio: www.andrewbelliveau.com

Experience:

Software Experience

- Photoshop
- nDo2
- Crazybump
- ZBrush
- Xnormal
- Marmoset Toolbag
- 3D Max
- Knald

2007 - 2009 **Technical Artist** **IGT, Reno, NV**

- Worked closely with the art and engineering departments to enhance and integrate animations and illustrations to work with 3D models for gaming and lottery applications.
- Daily tasks involved the scaling, compressing, and scripting 2D art and animations into the game engine before being handed over to the engineer.

2002 - 2007 **Character Modeler/Texture Artist/Conceptual Artist** **5000ft Inc., Reno, NV**

- 2D/3D artist creating characters and environments for “Daredevil “ video game(unreleased).
- Built and textured half of the player models for the poker video game “Stacked” released on PS2, XBox, and PC.
- Responsible for final pass work on a large number of “Stacked” environment textures.
- Modeled and textured heads for the on-line 3D poker game, “NBC's Heads-Up Poker”.

2001 - 2002 **Character Modeler/Texture Artist/Conceptual Artist** **Magic Lantern Playware, Monmouth, IL**

- Designed futuristic tanks for remake of the classic Atari “Combat” game.
- Modeled and textured majority of the player models for the “Survivor Interactive Game”.
- Worked on Fantasy RTS, designing and creating all the infantry units for the game.

1999 - 2000 **Website Designer** **Invision, Commack, NY**

- Designed and produced graphics for corporate web sites using Photoshop, Illustrator, HTML and Java programming.

1998 - 1999 **Quality Assurance** **Acclaim Entertainment, Glen Cove, NY.**

- Checked games for level design flaws, bugs and coding errors.
- Evaluated all level and character artwork for inconsistencies.
- Provided feedback to designers and coders.

Education:

Graduated 1995 Fashion Institute of Technology, New York, NY
Bachelor of Fine Arts – Illustration