

Andrew Locko
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Objective - A talented and ambitious artist seeking meaningful employment with challenging opportunities for continued career growth and responsibilities

Education -

1997 - 2001 Ringling School of Art and Design
Sarasota, Florida
Bachelor of Fine Arts Degree in Computer Animation

Work History -

July 2007 - present Senior 2D/ 3D Artist, Raw Thrills Chicago, Illinois

Team member on Superbikes arcade game

- Character modeling, texturing, and animation
- Generating normal maps from high-poly characters using Z-Brush
- Characters animated with Character Studio and exported using Granny Exporter

Team member on Daytona arcade game

- Created environments including modeling, texturing, lighting, collision, prop animation, and particles
- Textures for environments included diffuse, specular and normal maps
- Animated characters with Maya and exported using Granny Exporter

Team member on Nicktoons Nitro arcade game

- Created environments including modeling, texturing, lighting, collision, prop animation, and particles
- Modeled and textured level specific characters that ranged from 2,500 - 3,000 polygons
- Animated characters with Character Studio and exported using Granny Exporter

September 2006 - June 2007 Senior 2D/ 3D Artist, MVP Online Saint Louis, Missouri

Team member on Golden Fairway PC game

- Created golf course terrains, instanced foliage, and water effects using the Torque Game Engine
- Modeling and texturing of golf course greens, sandtraps, foliage and environment props using 3DS MAX and Adobe Photoshop
- Atmospheric effects, particles, and lightmaps were created for each of these courses

Team member on Redline Thunder PC game

- Modeled and textured vehicles consisting of 3000 polygons
- Multiple levels of detail were generated and textures included diffuse, specular, and environment mapping
- Modeled and textured environment props and buildings using 3DS MAX and Adobe Photoshop

October 2004 - August 2006 Lead 3D Artist, Roxor Games Austin, Texas

Team member on RoadRebel arcade game

- Managed team of artists which included instructing, task scheduling, and assisting with game related art issues
- Modeled and textured environments and characters using 3DS MAX and Adobe Photoshop
- Lighting and particle generation using the Torque Game Engine

July 2001 - August 2004 Level 2 Artist, Acclaim Studios Austin

Team member on 100 Bullets video game

- Development of low-poly environment props using 3DS MAX and Adobe Photoshop
- Created realistic physics-based animations using Discreet Reactor
- High-resolution modeling, texturing, and lighting for 3D cinematics
- Worked with design team to assign attributes to game objects and create collision for environments using in-house software

Team member on NBA JAM video game

- Designed low-poly crowd characters to be featured in era-specific basketball arenas
- Painted tattoos for NBA players using Deep Paint and Adobe Photoshop
- Conceptualized, modeled, textured, and skinned unlockable player characters

Team member on All-Star Baseball 2003 and 2004 video game

- Modeled and textured stadiums ranging from 15,000 - 20,000 polygons
- Lighting, animated textures and particle generation

Exhibitions -

August 2006 The Hideout Austin, Texas

- Month long public display of artwork featuring figure drawings, illustrations, oil paintings and digital media

Additional Skills include: Photoshop, Illustrator, After Effects, Premiere, 3DStudio MAX, Maya, Z-Brush, Mudbox, Torque, GameSpace, Deep Paint, Painter, Shake, Microsoft Sourcesafe, conceptual art, traditional animation, painting, drawing, and storyboarding