

Andrew Locko

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PROFESSIONAL EXPERIENCE –

Senior Character Artist, HYP Games, Orlando, Florida, January 2021 – present

- Created accurate representations of NBA players based on photo reference. Normal map baking from high poly models onto low poly retopologized versions. Texture creation using Zbrush, Photoshop and Substance Painter
- Instructed other artists about proper art pipeline workflow
- Blendshape creation, rigging, skin weighting, and importing mocap data onto character rigs for export to Unity Game Engine
- Worked closely with producers to address any NBA or publisher feedback. Coordinated with other character artists to address feedback and publisher requests.
- Responsible for creating and managing NBA and athletic company licensed branded apparel content within our game. Communicated any feedback or requirements with other artists. All content was submitted for approval under my direction.

Senior 3D Artist, HYP Games, Orlando, Florida, June 2019 – January 2021

- Modeled and textured themed pool tables with level upgrades for 8 Ball Smash mobile game. PBR material creation using Substance Painter and Designer. Rigged and animated various pool table components to be featured during gameplay.
- Modeled and textured environments for Ultimate Golf mobile game using Maya, Photoshop, and Unity Game Engine.
- Lightmap baking using Arnold in Maya

Senior 3D Artist, ETC Simulation, Orlando, Florida, August 2017 – June 2019

- Modeled and textured environments, vehicles, and characters for virtual reality training simulations using 3DS MAX, Substance Painter, and Photoshop
- Level creation and lighting using proprietary engine
- Vehicle creation includes modeling, texturing, collision, texture animation, and PBR materials
- Developed workflow for generating particles and physics based simulations using Particle Flow and keyframe baking in 3DS Max

Senior 2D/ 3D Artist, Raw Thrills, Chicago, Illinois, July 2007 – August 2017

- Conceptualized, modeled, and textured characters and creatures. High resolution character modeling in ZBrush. Character models were retopologized to desired polygon counts using Topogun, ZRemesher, and 3ds Max. Normal maps were created using X-Normal
- High and low poly vehicle modeling. Textures were created for vehicles consisting of diffuse, specular, reflection, and normal maps. Worked with programmers to develop shaders for vehicles. Designed custom upgrades for vehicles.
- Level creation included modeling, texturing, lighting and particle generation using 3DS Max, Maya, Photoshop and Unity Game Engine or other proprietary game engines
- Modeled and textured buildings and props using 3ds Max, Maya, Photoshop, and ZBrush.
- Developed techniques for framerate optimization – Geometry instancing to reduce object count in the scene. Baking multiple textures to one UV set to help improve texture memory usage. Identifying correct lightmap settings in Unity game engine to improve quality and increase performance. Modeled geometry at multiple LODs.
- Researched new software, such as Substance Painter and Designer, and instructed other artists how to use these programs within the art pipeline of our projects

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

- Modeled and textured vehicles, environments, and props for multiple PC game titles using 3DS MAX, Adobe Photoshop, and Torque Game Engine
- Creation of atmospheric effects, particles, and lightmaps

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

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

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

- Development of low-poly environment props using 3DS MAX and Adobe Photoshop
- High-resolution modeling, texturing, and lighting for 3D cinematics
- Modeled and textured stadiums for All- Star Baseball video game ranging from 15,000 - 20,000 polygons
- Conceptualized, modeled, textured, and skinned unlockable player characters for NBA Jam video game

EDUCATION -

Ringling College of Art and Design, Sarasota, Florida
Bachelor of Fine Arts, 2001
Major: Computer Animation

COMPUTER and TRADITIONAL SKILLS –

Windows OS , Linux OS, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere, 3DStudio MAX, Maya, Modo, Z-Brush, Substance Painter, Substance Designer, xNormal, CrazyBump, Topogun, Unity, Microsoft Sourcesafe, conceptual art, traditional animation, painting, drawing, and storyboarding