

# ANDREA MELE

**Website:** <http://www.iDreamFX.com>

**E-Mail:** andme44@gmail.com

**Phone:** (647) 835-039

## SPECIALIZATIONS

**Software knowledge** | 3D Studio Max, Blender, ZBrush, KeyShot, Topogun, Marmoset Toolbag, xNormal, Crazybump and Adobe Creative Suite

**Abilities** | 3D modeling, UV mapping, texturing, rendering, rigging/skinning/animation, 3d scan data handling, traditional drawing, digital 2D work, character design, concept artwork, game design, style guides, story boarding, and sprite work. Web related comprehension xHTML, CSS and Dreamweaver

Able to work efficiently independently or as part of a team.

Punctual, courteous, and dependable

Excellent communication skills

Bilingual; English and Italian

## EXPERIENCE

### 3D DIGITAL IMAGING SPECIALIST

Interactive Sports Technologies Inc.

February 2015 - present

- Creating 3D golf course using 3D scan data and photography
- Cleaning, Remeshing and Texturing 3D models for 3D mini putt
- Using Blender and proprietary software for 3D mapping out golf courses for the HD Golf Simulator
- Using Adobe Photoshop for image touch/clean ups
- Using Adobe Photoshop and proprietary software for masking and distancing images required for accurate game play
- Created scripts for ease of use actions and editing in Adobe Photoshop.
- Quality Assurance testing of HD Golf Simulator courses

### 3D Artist

Galaxy Interactive

April 2015 - present

- Create and texture 3D models from concept artwork
- Create concept designs and execute them accordingly
- Creative consultant on level and game design

### CREATIVE SENIOR / 2D-3D SPRITE ARTIST / VISUAL EFFECTS

ZGTeam & M.U.G.E.N.

1999 - 2006 / February 2015 - present

- Creating 2D Sprites from 3D Models
- Rigging, Animating and Rendering
- Video game designs and concepts
- Ripping sprite sheets/sounds & graphics
- Creating custom 2D/3D graphics and sprites
- Attending staff meetings for decision making
- Minor programming

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| <p><b>3D Artist</b><br/>iDreamFX<br/>June 2010 - present</p>                                   | <ul style="list-style-type: none"> <li>▪ Create style guides for other artist to follow for a cohesive outcome</li> <li>▪ Create and texture optimal 3D models for multi-platform usage</li> <li>▪ Creative consultant on level and game design</li> <li>▪ Consultant on various 3D optimization problems</li> <li>▪ Create concept designs and bring them to standardized completion</li> </ul> |
| <p><b>ART DIRECTOR CONSULTANT &amp; 3D ARTIST</b><br/>Virtue-Reality<br/>April 2013 - 2016</p> | <ul style="list-style-type: none"> <li>▪ Create style guides for other artists to follow for a cohesive outcome</li> <li>▪ Create and texture optimal 3D models for multi-platform usage</li> <li>▪ Creative consultant on level and game design</li> </ul>  |
| <p><b>3D ARTIST</b><br/>Planet 15<br/>February 2013 – 2015</p>                                 | <ul style="list-style-type: none"> <li>▪ Create and texture 3D models from concept artwork</li> <li>▪ Create concept designs and execute them accordingly</li> </ul>   |
| <p><b>3D/2D/UI ARTIST / ART FLOATER</b><br/>The Global Game Jam<br/>January 2015</p>           | <ul style="list-style-type: none"> <li>▪ Assisting groups with art issues or visual concerns</li> <li>▪ 3D Modelling and texturing</li> <li>▪ 2D Art work &amp; UI menus</li> </ul>  |
| <p><b>3D CHARACTER ARTIST</b><br/>The Global Game Jam<br/>January 2014</p>                     | <ul style="list-style-type: none"> <li>▪ Game concepting and play mechanics</li> <li>▪ 3D Modelling and texturing</li> <li>▪ 2D Art work</li> </ul>  |
| <p><b>WEBSITE DESIGNER</b><br/>Jonathan Ball Photography<br/>June 2010</p>                     | <ul style="list-style-type: none"> <li>▪ Create and design client's website to direction</li> </ul>  |
| <p><b>3D ARTIST</b><br/>Razed Entertainment - Blood &amp; Dye<br/>2009 - 2010</p>              | <ul style="list-style-type: none"> <li>▪ Create and texture 3D models from concept artwork</li> <li>▪ Creative consultant</li> </ul>   |
| <p><b>GRAPHIC ARTIST</b><br/>Monticelli Imports Inc.<br/>2009 - 2010</p>                       | <ul style="list-style-type: none"> <li>▪ Design ready for print podium banners to be displayed at religious events</li> </ul>  |
| <p><b>3D ARTIST</b><br/>Red Alert 2: Apocalypse Rising<br/>2009</p>                            | <ul style="list-style-type: none"> <li>▪ Create and texture 3D models ready for production line</li> <li>▪ 3D Consultant</li> </ul>  |
| <p><b>3D ARTIST</b><br/>EDIGAMES: Morning's Wrath<br/>2009</p>                                 | <ul style="list-style-type: none"> <li>▪ Create and texture 3D models for 2D sprites</li> <li>▪ Concept work and creative consultant</li> </ul>  |
| <p><b>ART DEPARTMENT CONTRIBUTOR</b><br/>Dolce Publishing / City Life Magazine<br/>2004</p>    | <ul style="list-style-type: none"> <li>▪ Creating contact sheets</li> <li>▪ Creating paths and digital image cleaning</li> <li>▪ Trimming print job images/display boards</li> <li>▪ Digital product and location photography</li> </ul>   |