

# Andrea Harty

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## CV

### Education

<b>2014-2017</b>	The Game Assembly <i>www.thegameassembly.com</i>	Game Art, 2 ½ years, vocational education in Malmö, Sweden.
<b>2012-2013</b>	NMIT (Northern Melbourne Institute of TAFE) (Now Melbourne Polytechnic) <i>www.melbournepolytechnic.edu .au</i>	Diploma of Illustration, 2 years, vocational education in Melbourne, Australia.

### Employment

<b>2018 (June-Sept)</b>	3D artist at BitGlobe, Copenhagen	3D asset making for game software Crey.
<b>2018 (March-May)</b>	Game Artist at Here Be Dragons, Copenhagen	3D & 2D work for updating children's app "Ramasjang Hospitalet". Concept work for new game project.
<b>2017-2018</b>	Artist (self-employed)	Art creation with personal upcycle project Monsters & Friends
<b>2014</b>	Freelance illustration (self- employed)	Freelance illustration work in Australia.

## Experiences

<b>2016-2017</b>	Logic Artists, Copenhagen <i>www.logicartists.com</i>	Game artist intern (7 months). Work included 3D asset making, 2D asset making & UI design.
<b>2016</b>	Nordic Game Conference, Malmö	Volunteer, head of social media group for the event.
<b>2015</b>	Nordic Game Conference, Malmö	Volunteer.

## Awards

**2013 Commendation Award NMIT:** Awarded for excellent efforts (effort, punctuality, helpfulness) as voted by teachers and fellow students.

**2012 First Year Exhibition Award NMIT:** Winner of first years' illustration exhibition ILLO1

## Skills

*Software handled effortlessly:*

- Autodesk Maya
- Adobe Photoshop
- Substance Painter
- Pixologic Zbrush
- Unity 3D
- Marmoset Toolbag

*Additional:* Basic skills in 3Ds Max. Basic skills in rigging, skinning and animation.

## Languages

**English** Full professional proficiency

**Swedish** Native language, full professional proficiency

## Game Projects

**BitGlobe:**

Crey

**Here Be Dragons:**

Ramasjang Hospitalet

Unannounced project

**Logic Artists:**

Expeditions: Viking

Bruce

Time Guards

*References available upon request!*