

Andrea Harty

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CV

Education

2014 - 2017

The Game Assembly www.thegameassembly.com

Game Art: 2 ½ years vocational education in Malmö, Sweden

2012 - 2013

NMIT Northern Melbourne Institute of TAFE (Now Melbourne Polytechnic)

www.melbournepolytechnic.edu.au

Diploma of Illustration: 2 years vocational education in Melbourne, Australia

Employment

2019 Nov - Now

CREY Games, Copenhagen

Art team manager & Visual lead

Duties: Team & Visual lead, middle management responsibilities. Responsible for creating a new coherent art style for CREY.

2018 - Now

CREY Games, Copenhagen

3D Artist

Duties: Responsible for 3D model pack creation, from concept to finished product. Responsible for new creatures and character lineups, and designing the new character customisation system.

2018 (March-May)

Here Be Dragons, Copenhagen

Game Artist

Duties: 2D & 3D work on "Ramasjang Hospitalet" children's app. Concept work on an unannounced project.

Experiences

2016 - 2017

Logic Artists, Copenhagen

Game Artist intern (7 months)

Duties: 3D & 2D asset creation, and UI/icon design

Skills

Software handled effortlessly:

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

Additional: Basic skills in rigging, skinning and animation

Languages

English: Full professional proficiency

Swedish: Native language

Game Projects

CREY Games

- CREY

Here Be Dragons

- Ramasjang Hospitalet

Logic Artists

- Expeditions: Viking
- Bruce
- Time Guards