

# Andrew Martin Bell

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## EDUCATION AND QUALIFICATIONS

Teesside University

2010 – June 2013

*BA (Hons) Computer Games Art*

In July 2012, I completed a 6 week industrial placement at Border Black Ltd as a **3D Artist** ([tinyurl.com/bbwork2012](http://tinyurl.com/bbwork2012)) and I am currently the **Lead Artist** on a project developing a small game called **ECTO: A Game About Ghosts**.

### Final Year Modules

- Final Year Project – *DirectX 11: From An Environment Artist's Perspective* ([blog.andybellart.co.uk](http://blog.andybellart.co.uk))
- Advanced Games Development – *ECTO: A Game About Ghosts* ([ectogame.tumblr.com](http://ectogame.tumblr.com))
- Contemporary Studies in Games
- Concept Art

### 1<sup>st</sup> & 2<sup>nd</sup> Year Modules

- Character Production For Games
- Mechanical Asset Creation For Games
- Environment Production For Games
- The Journeyman Project (**See Portfolio**)
- Portfolio & Project Pre-Production For Games
- Introduction to Animation For Games
- Game Level Design
- Perspective & Figure Drawing
- History Of Games
- Pre-Production Design & Concept Art

Hartlepool College of Further Education

**BTEC National Diploma** in Art & Design

**A Level Art & Design** – Photography

2008 – 2010

**Distinction, Distinction, Distinction**

**Grade C**

Our Lady & St. Bede's RC Secondary School

2003 – 2008

## EMPLOYMENT

Jul. 2012 – Aug. 2012

**3D Artist (Summer Placement)** – Border Black Ltd, Middlesbrough

- Created 3D models (and their respective textures) for use in their mobile/web apps which run on iOS and Android.
- Optimised existing models so that the apps could run smoothly on their chosen platforms.
- Imported all my assets into the game engine (Unity 3) and helped create (and bug-test) their demos in the game engine.

Sept. 2010 – Sept. 2011

**Cinema Usher** - Showcase Cinemas Teesside, Stockton-on-Tees

- Worked within tight deadlines to ensure a clean environment for customers.
- Simultaneously ensured customers went to their destinations correctly while upholding fire & safety standards.

## **SKILLS**

- **3ds Max** - 3d Modelling, UV Unwrapping, Basic animation and Character Rigging
- **Adobe Photoshop** - Texture creation and using nDo2 for normal map creation (where necessary).
- **Digital Sculpting** – Have used Zbrush, Mudbox and Sculptris.
- **Game Engines** – I can use UDK & Unity and I am learning on how to use CryEngine 3
- **Teamwork** - Being part of musical ensembles for much of my adolescent years, I have been part of a group of musicians. I have learned to listen to each and play accordingly so that the music we have produced is of high quality. The Journeyman Project is another example of where I worked as part of a team to produce a piece of high quality work.
- **Creative Thinking** – As part of my current and college courses, I have to continually develop my creative thinking skills so that I may produce some innovative and interesting concepts for my projects.
- **Driving** – Full (with Pass Plus) and clean driving license.

## **INTERESTS**

**Photography** - I am mainly interested in Landscape Photography. I find that landscapes can be very inspiring and this usually serves as my inspiration in my work.

**Music** - I have been involved in playing music for 10 years now! Recently performed at the Olympic Torch Relay Event in Middlesbrough and at the Team GB Olympic Football team warm-up match against Brazil at The Riverside Stadium. Previously a member of multiple orchestras/bands. I have participated in many festivals, concerts, competitions and local events of over the years.

**Sport** - I like to keep fit which helps me stay motivated in life. This also keeps motivated when I'm doing my work. I enjoy a range of sporting activities including swimming and squash.

**References are available upon request**