

Andrew Walsh

Email - LinkedIn - Portfolio

+1 (870) 807-3546

Education

Major: BFA Game Art,
Animation and Simulation
Design 2021.
Minor: BFA Communication
Design 2021.
Southern Arkansas University,
Magnolia, AR.
Cumulative GPA Spring 2021
3.90 *Summa Cum Laude*.

Skills

- ❖ 3D Modeling
- ❖ 3D Environment Art
- ❖ 3D Animation
- ❖ Level Design
- ❖ Playtesting
- ❖ Texture Art
- ❖ Landscape
Photography
- ❖ Communication and
Critique

Software

- ❖ Maya
- ❖ Blender
- ❖ Photoshop
- ❖ Quixel Mixer
- ❖ Gaea
- ❖ Unity
- ❖ Substance Painter
- ❖ Mudbox
- ❖ Sketchup
- ❖ GitKraken
- ❖ Magica Voxel
- ❖ Unity Playmaker
- ❖ Jira
- ❖ Clickup

Introduction

I am a passionate game developer who specializes in both environment art and level design. I bring a diverse skillset and great attitude to any team I work with. I am currently looking to move higher in the industry and further improve my skills.

Experience

Sole Game Developer for H.O.S.T.I.L.E, 2023 - Current

- HOSTILE is a 3D action/adventure game with strong Metroid Vania elements currently in the early demo phase.
- I have been the projects sole developer on a consistent basis for over a year now, with its roots going back further.

[Link to H.O.S.T.I.L.E Demo](#)

3D Prop Artist - Stop the Slimes - Contract Position, 2024 - 2025

- I created 3D Models to use as Environment Assets for *Stop the Slimes*. This includes both background assets as well as interactive assets.
- *Stop the Slimes* has since released in early access on steam.

[Stop the Slimes on Steam](#)

3D Environment/Prop Artist and Level Designer– Light em’ Up - Out of Bounds Playground, 2022 - 2023

- Created modular 3D Environment Assets and textures.
- Prototyped and design levels from overhead sketch through white boxing to completion.

3D Environment /Prop Artist and Level Designer for Rummage - Cycle Squid Studios, 2021 – 2023

- Designed and created assets and environments to populate in game levels.
- Prototyped and designed levels from Whitebox to Completion.
- 2022 CSGC: Digital Games Competition – Won First place in Indie Games Category.
- [Rummage Demo by Cycle Squid Studios \(itch.io\)](#)

3D Freelance Artist – Current

- I create 3D Models and Environment assets for sale.
- Multiple models and asset packs are currently for sale and available on Sketchfab.
- [Sketchfab Page for Andrew Walsh](#)

Magnolia Interactive Subcontractor 2022

- Created a 3d visualization of an interior space to be renovated for the *Agency on Aging of Southwest Arkansas*.
- Modeled a series of rooms and interior spaces based on provided plans and examples of pre-existing rooms.
- Created a series of renders and an animated walkthrough of an interior space.