

Andrew Walsh

Email - LinkedIn - Portfolio

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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
- ❖ Unity Playmaker
- ❖ Substance Painter
- ❖ Mudbox
- ❖ Sketchup
- ❖ GitKraken
- ❖ Magica Voxel
- ❖ Unity Playmaker
- ❖ Jira
- ❖ Clickup

Introduction

I am a passionate game developer who specializes in both detailed 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 HOSTILE, 2023 - Current

- HOSTILE is a 3D action/adventure game with strong Metroid Vania elements currently in the development phase.
- I have been the projects sole developer on a consistent basis for over two years now, with its roots going back further. I have handled all aspects of its development using all tools available to me.
- HOSTILE won 1st place in the Best Visual Design Category at the 2025 Arkansas Indie Festival.

[HOSTILE on Steam](#)

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

- I designed and created tileable 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 on steam.

[Stop the Slimes on Steam](#)

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

- I created modular 3D Environment Assets and textures to populate both existing and conceptual levels.
- I prototyped and designed levels from overhead sketches through white boxing to finalized mesh.

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

- I concepted and created assets and environments to populate in game levels according to an established wasteland theme.
- 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 \(itch.io\)](#)

Magnolia Interactive Subcontractor 2022

- I created and rendered a 3d visualization of an interior space to be renovated for the *Agency on Aging of Southwest Arkansas*.
- This process involved modeling a series of rooms and interior spaces based on provided plans and examples of pre-existing rooms.
- I also created a series of renders showing each room from multiple angles and created an animated walkthrough of the interior space.