

# Andres Rodriguez

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## Environment Artist – Modeling, Texturing, Lighting

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### - SOFTWARE AND TECHNICAL SKILLS -

- Maya, Zbrush, Photoshop, UDK, Mudbox, Xnormals
- High to low-poly modeling skills - hard surface and organic
- Complex shaders and textures using: diffuse, specular, normal, alpha, emissive, parallax and cube maps.
- UDK / ND and EQ2 proprietary engine - importing, complex shader networks, lighting, placing, particles and decals.
- Close attention to silhouette, details, lighting and composition.

### - SHIPPED TITLES -

Naughty Dog - <b>The Last of Us</b>	06/2013
Sony Online Entertainment - <b>Everquest II – Destiny of Velious</b> (7th Expansion)	02/2011
Sony Online Entertainment - <b>Everquest II – Sentinel’s Fate</b> (6th Expansion)	02/2010

### - WORK EXPERIENCE -

NaughtyDog Los Angeles, CA  
**Environment Artist for The Last of Us** 02/2011 – Present

- Work with texture artists, designers, lighters and art directors to deliver levels that go beyond expectations and are completed according to schedule.
- Use visual story telling to create photo-real worlds that are interesting to explore.
- Model detailed worlds following concept art and design blockouts taking into account aesthetics and readability.
- Efficient use of tri-counts, vert sets, complex shaders, LoD's and texture memory for optimal performance on a PS3.
- Create optimized models with custom collision meshes and shadow blockers to maximize performance

Sony Online Entertainment San Diego, CA  
**Associate Environment Artist for Everquest II** 02/2010 – 01/2011

- Develop large environments including overlands, instanced dungeons and multiplayer battleground maps.
- Work with Lead Artists, Designers and Art Directors to create world that had engaging gameplay and visuals.
- Concept, model and texture various architectural and natural environments with very different styles.
- Manage my own time and production efficiency to deliver large and multiple milestones completed to scope and outstanding quality in time.

Sony Online Entertainment San Diego, CA  
**Environment and Prop Contract Artist for Everquest II** 06/2009 – 02/2010

- Create interesting high quality architectural assets following several styles to populate various levels.
- Design, model and texture props to populate various areas following a wide array of styles.
- Use of the in house material editor to recreate all the necessary shaders for a scene including, diffuse, spec, normal, detail normal, alpha and fresnel maps.
- Work as part of a team to deliver milestones in bi-monthly sprint sessions.

SOE Mentor Program with The Art Institute of California – San Diego

San Diego, CA

**Team Excelsior Lead Designer / Environment Art Lead / 3d Artist**

01/2009 – 06/2009

- Led a 7 man team to create a full 3d environment in 6 under the direct supervision of Sony Online Entertainment.
- Created high quality photo real assets for the environment including POI structures.
- Place all the architectural elements, props and particles taking into account gameplay and performance.
- Create and texture the environment's terrain, using vertex paint and tileable textures.

**- EDUCATION -**

**Game Art and Design**

The Art Institute of California – San Diego

Bachelors of Science

September 2009