# Education

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| Game Design Boot Camp*UK* | 2024 - 2025 |
| Motion Graphics Certificate*Escape Studio* | 2023 - 2024 |

Andrew Cuneo

###  Diploma in Hospitality

*Italy*

# Experience

### Junior 3d Artist Freelance


#### *Indie Studio*

2009

2023 - 2025

3d Artist/Environments Artist

## Contact

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Modelled and textured high-quality environments and props for a smartphone game, ensuring optimization for mobile devices. Collaborated with the producer and level designer to ensure the assets met technical and artistic standards.

Assisted in implementing assets into the game engine(Unity), ensuring seamless integration and performance.

### Personal Project

#### *Thriller Educational Game (In Development)*

2024- Present

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https://drive.google.com/file/d/11Icvf\_rm mgx0I\_--RhF10EhuKbPHYICe/view? usp=drive\_link

## About Me

I am a highly skilled 3D Game Artist with a passion for crafting immersive environments and detailed props. With a strong focus on precision and quality, I excel in collaborative settings and am dedicated to delivering top-tier results. My experience includes both indie and personal projects, where I have contributed to game design, modelling, and texturing.

## Skills

Collaboration Problem Solving Attention to Detail Time Management Adaptability Communication Creativity

Critical Thinking Flexibility

Goal-Oriented

Developed a short demo, thriller-themed educational game, including designing the Game Design Document (GDD), creating detailed environments and props, and integrating assets into Unreal Engine 5.

Utilized Blender and Substance Painter for 3D modelling and texturing, ensuring visually appealing assets.

Focused on lighting, material optimization, and asset integration in Unreal Engine 5, enhancing the overall user experience.

Managed both the artistic and technical aspects of the project, ensuring a polished final product.

# Software & Toolset

3D Modeling & Sculpting: Blender, ZBrush

Texturing & Shading: Marmoset, Substance Painter, Photoshop, Illustrator

Game Engines: Proficient in Unreal Engine 5, specializing in material setup, asset collision, character movement, lighting, UI design, sound notifications, physic materials, and general Blueprint setup.

Version Control: GitHub (collaborative work, versioning) Project Management & Collaboration: Jira

# Technical Skills

Optimization: Ensuring assets are optimized for performance across all platforms, including mobile and desktop, with a focus on UV unwrapping, polygon reduction, and texture optimization. Asset Integration: Integrating 3D assets into Unreal Engine 5, ensuring seamless functionality, visual appeal, and optimization for real-time performance.

Blueprints in Unreal Engine 5: Creating basic Blueprints for UI, object animations, animation montages for characters, and sound triggers, enhancing interactivity and gameplay experience.

# References

Available upon request

