

[hyperbass7@hotmail.com](mailto:hyperbass7@hotmail.com)

## **ANDREW KERR**

### **Profile**

An eager, self-motivated, dedicated artist, with a life long passion for both fictional and non-fictional digital entertainment. An open-minded individual who enjoys the daily challenge of developing both his technical and design skills. A Focused individual who can quickly learn and adapt to meet any project requirements. Seeking for an engaging and productive team, to learn and share new skills and to ultimately produce high quality products.

### **Key Skills**

- A keen artistic eye for form, colour, perspective, composition and visual design
- The confident ability to produce both digital conceptual and illustrative work to tight deadlines, hitting the design requirements and within the project limitations.
- Advance polygon modelling, sculpting, lighting and rendering skills. The ability to create both low poly and high poly hard surface and organic game assets, from both photo and conceptual reference within the projects desired visual design.
- A genuine casual creative passion and understanding for all aspects of game design theory and practice.
- The ability to communicate effectively within a team.

### **History**

Nokia National Mobile Phone Game Design Competition 2007 - Lancaster (During Study)

- Won Third Prize at the Nokia National Mobile Phone Game Design Competition 2007.
- Received direct congratulations from industry professionals for conceiving a unique mobile phone game idea design specifically for 'Smart Phones'. The Final Game Design Concept was predicted to have great potential prospects for the future of mobile phone gaming.

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#### Travellers Tales Fusion - Knutsford (Internship)

- *Lego Indiana Jones (DS)*
- First experience of producing work and communicating effectively within professional game development studio environment.
- Assigned by designers, to quickly block out levels ready for play testing.
- Created an array of low poly prop and vehicular assets.

Performance and old portfolio received instant attention from the lead artists and heads of the department that resulted in a Junior Artist job offer, a year early prior to completion of Degree.

#### Travellers Tales Fusion - Wilmslow (Junior Artist)

- *Lego Batman (DS)*
- Worked effectively/quickly in a small team to produce numerous small illustrative comic book panels for the cut scene segments of the game. Over 350 comic book panels were produced for the cut scenes.
- *Guinness World Records (Wii/DS)*
- Produced an array of props for both the Wii and DS versions of the game.
- Worked within a small team assigned produced a large collection of accessories and 128, 256 diffuse textures for the player character's customisable costumes. Wii version.
- *The Lord Of The Rings (DS)*
- Assigned to visualise set pieces and props to compliment the portion of the game's visuals not directly referenced from the film.
- Assigned to visualise a number of NPC classes.

29 Townlea Close, Penwortham, Preston, Lancashire, United Kingdom, M20 4HX  
Tel: 07595290116

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Gaia Technologies (Lead Artist)

- Created educational assets/scenes for stereoscopic monitors and projection screens. The assets covered the complete syllabus from, Biology to History and Maths.
- The assets/scenes created had been designed for Vizard, Unity 3d, Unity 5 and Google Cardboard.
- Maintained a Vray light baking pipeline for Vizard using Flatiron.
- Created both low poly and high poly content
- Provided Quality assurance and design guidance.

### **Qualifications**

BTEC National Diploma (Merit x3), Graphic Design – Preston College

First Class, BA (Honours), Game Design – University of Central Lancashire, Preston.

### **Referees**

Professional and personal references are available on request.