



Andy Zibits

3D Artist/Environment Design

425-577-2198
www.andyzibits.com

Skills

Software:

Maya
3ds max
Photoshop
UnrealEd 3
UnrealEd 2/2.X

Technical:

Modeling
Texturing
Lighting
MEL
BSP / Terrain modeling (UnrealEd)

Professional Experience

Senior Environment Artist/ Art Sub-Lead

July 2008 - Present
Sony Online Entertainment

Scheduling and sprint planning; Scrum leader.
JIRA tracking of the progress of four artists I manage.
Modeling and texturing.
Developing long-term production pipeline solutions.

Environment Artist

January 2007 - Present
Sony Online Entertainment

Creating game assets for Playstation 3/PC title "The Agency";
Modeling and texturing.

Environment Artist

October 2005 - January 2007
Microsoft Game Studios

Creating game assets for Xbox 360 title "Forza Motorsport 2";
Modeling and texturing; Large emphasis on trees and vegetation.

Shipped



3D Artist / Level Designer

March 2005 - November 2005
Zombie Interactive

Creating game assets and level design for Xbox titles
"World War II Combat: Iwo Jima" and
"World War II Combat: Road to Berlin" and
PC (US Military contract) title "America's Army"; Modeling and texturing.

Shipped



3D Artist

Summer 2004
Microsoft Corporation

Promotional CG animations and interfaces; Video editing and compositing.

Education

Digipen Institute of Technology

2003 - 2005
AAA - 3D Computer Animation
Dean's List Academic Honors

Columbia College Chicago

1995 - 1997

Two years of undergraduate work with a concentration in
Commercial Photography and 2D design

Portfolio and references available upon request.