

ANDREW FODEN

Address: 11 Orrell Lane, Bootle, L20 6HX

Phone: 07434522617

Email: Andrew.Foden@gmail.com

Portfolio: AndrewFoden.com

Linkedin: uk.linkedin.com/in/andrewfoden/

Objective

I am a dedicated, passionate and motivated artist specialising in 3D modelling who loves to work in teams or individually. I am also a Dare to be Digital 2013 team finalist competing with a puzzle platformer game called Fix.

Experience

Dare to be Digital

Fix – Team Jimmy and the Scousers – 3D Artist

10 June – 11 August 2013

- Worked as part of a five-person team to develop 2.5D puzzle platformer game for PC in Unity.
- Primary role was creation of the character and other 3D game-ready assets.
- Provided graphics for menus and HUD.
- Tasked with creating promotional posters, branding and trailer.
- Heavily assisted with puzzle and level designs.

Education

The University of Bolton

BA Games Art

2011 – 2014

Grade: First Class Honours

Liverpool Community College

BTEC National Diploma in Media (Games Development)

2009 – 2011

Grade: Triple Distinction (AAA)

Software

- Experienced modelling in Autodesk 3DS Max.
- Experienced in texture creation and competent painting in Adobe Photoshop.
- Competent sculpting and polypainting in Pixologic ZBrush.
- Working knowledge of asset creation for the Unreal Development Kit.
- Working knowledge of asset creation for Unity.

Interests

I took part in the development of several games during my spare time at university which ranged from PC games, to Android and iOS games. On top of this, I have been a course representative for the Games Art course, and also helped represent the university's games department at the 'UCAS Design your future 2013' event in Manchester. I was also involved in lots of extra-curricular activities at university, such as helping to run a large weekly games jam for students of all years from the university's games-related courses.

I'm a keen traveller and have visited several countries around the U.K. and Europe, as well as Turkey and Egypt. I also love learning about history, usually through documentaries, although it sometimes ties in with travel as I've been to France and Belgium on a First World War field trip and to Egypt to see the pyramids of Giza and the Museum of Egyptology in Cairo.

I love 3D modeling and digital painting in my spare time, and am currently contributing to several small games I am developing with some friends from the games courses at my old university. Lastly, I enjoy playing indie games, puzzle games and anything else with an interesting mechanic.

References

References available upon request.