

Andre Santos

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www.tbxr.com

Professional Skills

- 3ds Max
- ZBrush
- Xnormal
- Photoshop
- World 2 Machine
- Adobe Premier
- World Building
- Level Design

Published Titles

- Dragon Age: Origins Awakening
- Dragon Age: Origins
- Jade Empire Special Edition
- Too Human

Work History

2009-Present Proprietor, www.photevoke.com

- Responsible for maintaining website and content on a weekly basis
- Responsible for directing content contributors and creating content

2006-Present Environment Artist, **Bioware Corp.**

●Dragon Age: Origins Dlc

- Responsible for quickly creating new levels and variants of existing levels
- Responsible for providing level art support to design team
- Responsible for ensuring asset migration to consoles

●Dragon Age: Origins Awakening

- Complete ownership and responsible for maintaining levels through to ship
- Responsible for modeling, texturing, lighting, designing and building levels
- Worked Closely with Design and Writing Teams to create new environments that expanded game play opportunities

●Dragon Age: Origins

- Complete ownership and responsible for maintaining levels through to ship
- Responsible for modeling, texturing, lighting, designing and building levels
- Responsible for managing incoming outsourced art assets

●Jade Empire

- Created new high resolution textures where necessary
- Re-created Original textures at higher resolutions and GUI's while adhering to original art direction



2005-2006 Lead Motion Capture Artist, Fast Motions Studios

- Constructed raw motion capture data for use in game
- Team management and scheduling
- Projects: Silicon Knights, Too Human

2005 3D Modeler, The Victorian Space Science Centre (VSSEC)

- Worked with programers to define art metrics
- Designed, modeled and textured three spaceships for an educational video game

2005 Project Manager, Black Ice Games

- Managed scheduling for two separate Mod projects
- Ensured deadlines were met and done to specifications
- Created and Maintained Project websites
- Assisted in modeling and texturing



Education

Seneca College of Applied Arts and Technology

3D Gaming	2005
Art Fundamentals	2004
Digital Media Arts	2003-2004