

Andre Santos

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www.tbxr.com

Qualifications

- Excellent world builder and proficient level designer
- Strong eye for composition, detail and lighting
- Comfortable with ownership and management of large portions of a game
- Able to identify risks early and propose plans for mitigation
- Technically strong, meticulous and detail-oriented within time allocated
- Highly motivated individual with excellent communication skills
- Passionate learner who enjoys sharing his knowledge with team members

Experience

Environment Artist, Bioware Corp.

2006-Present

Dragon Age 2: Mark of the Assassin DLC

- Designed and built castle courtyard levels
- Ensured various levels were adhering to level building guidelines
- Worked with design to create supporting assets for puzzles

Dragon Age 2: Legacy DLC

- Designed, built, and maintained four levels from concept to ship including prop placement and lighting
- Updated and retextured core dwarven tile set
- Worked with design to integrate puzzles, boss fights and light content into levels

Dragon Age 2

- Designed, built, and maintained levels from concept to ship including prop placement and lighting
- Responsible for creating and maintaining a tile set and set props
- Assisted in development of tile set and prop naming conventions as well as rules
- Worked closely with design team to create levels that accommodated multiple plot arcs and re-use

Dragon Age: Origins Awakening

- Designed, built, and maintained multiple levels from concept to ship including prop placement and lighting under a compressed timeline
- Modeled and textured multiple file sets and props
- Worked closely with design and writing teams to design puzzles, boss fights, and light content
- Ensured pre-production goals were met by actively managing level art scope and budgets

Dragon Age: Origins

- Worked closely with design team to white box large portions of the game
- Designed, built, and maintained multiple levels from concept to ship including prop placement and lighting
- Modeled and textured multiple file sets and props
- Managed incoming outsourced art assets and provided necessary feedback

Jade Empire: Special Edition

- Re-created original textures at higher resolutions and GUI's while adhering to original art direction

Webmaster, www.photevoke.com

2009-2011

- Developed website
- Maintained website and content on a weekly basis
- Directed content contributors and edited submissions

Lead Motion Capture Artist, Fast Motions Studios

2005-2006

- Managed a small team to ensure deadlines were met to specification
- Set up motion capture shoots and directed motion capture sessions
- Cleaned up raw motion capture data with Vicon software
- Clients included: Silicon Knights(*Too Human*) and HB Studios

Project Manager, Black Ice Games

2005

- Managed scheduling for two separate mod projects
- Ensured deadlines were met by actively managing project needs and goals
- Designed and documented core gameplay
- Modeled and textured buildings and props
- Created and maintained project websites

Skills and Interests

- Proficient in 3ds Max, Photoshop, Crazy Bump, xNormal and ZBrush
- Excellent low poly modeling and texturing skills
- Building compelling and believable environments
- Increasing my understanding of composition and lighting via photography
- Painting classically and digitally

Education

Seneca College of Applied Arts and Technology

3D Gaming

2005

Art Fundamentals

2004

Digital Media Arts

2003-2004