

Malcolm Andrieshyn

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Profile

To date my career has focused on creating environment art for games and I've had the opportunity to work in many different areas of this discipline, including art direction, lighting, modeling, texturing, level design, and outsource review. As well, I've also regularly partnered with technical artists and pipeline programmers to help develop efficient artist workflows and art pipelines for the games I've worked on.

I'm currently working for The Coalition in Vancouver Canada as the Lead Environment Artist. I'm an avid gamer and enjoy playing games on PC, Xbox, and PlayStation.

Portfolio Website

<http://www.malcolm341.com>

Shipped Games

- Lead Environment Artist, Gears of War 4, Xbox One, Microsoft The Coalition, 2016
- Environment Artist, Gears of War Ultimate Edition, Xbox One, Microsoft The Coalition, 2015
- Associate Art Director, Joy Ride Turbo, Xbox Live Arcade, Microsoft BigPark, 2012
- Associate Art Director, Kinect Sports Season Two, Xbox 360 Kinect, Microsoft BigPark, 2011
- Associate Art Director/Lighter, Kinect Joy Ride, Xbox 360 Kinect, Microsoft BigPark, 2010
- Level Designer, Need for Speed Undercover, Xbox 360, EA Black Box, 2008
- Environment Artist, Skate, Xbox 360, EA Black Box, 2007
- Environment Artist/Lighter, NBA Street Homecourt, Xbox 360, EA Canada, 2007
- Level Designer, SSX On Tour, PlayStation 2, EA Canada, 2005
- Environment Artist/Lighter, NBA Street V3, PlayStation 2, EA Canada, 2004
- Environment Artist, SSX 3, PlayStation 2, EA Canada, 2003
- Environment Artist/Lighter, Def Jam Vendetta, PlayStation 2, EA Canada, 2003
- Level Designer, Sled Storm, PlayStation 2, EA Canada, 2002
- Level Designer, SSX Tricky, PlayStation 2, EA Canada, 2001

Software

- Maya
- Photoshop
- Mudbox
- MightyBake
- Knald
- nDo
- Marmoset Toolbag
- Unreal
- SpeedTree

Experience

2008 to 2013

Associate Art Director/Lighter, Microsoft BigPark

- Helped develop visual look of game and set visual quality bar with art team on Kinect Joy Ride, Kinect Sports Season Two, and four other unannounced projects
- Art directed all aspects of game on Joy Ride Turbo and one unannounced project.
- Art directed environments, VFX, and concept art for two sports on Kinect Sports Season Two, skiing and football, as well as night time skiing DLC.
- Art directed environments on Kinect Joy Ride, and three other unannounced projects.
- Daily art reviews with team, provided constructive critique, tuned post processing, captured images for marketing, created paint overs, and style guides as needed. Facilitated team's progress, removed roadblocks
- Partnered with rendering, pipeline, and technical art teams to set visual quality bar and define visual feature set of three project specific game engines, provided constructive critique.
- Created box art image and all other key art images required by Xbox Live Arcade for Joy Ride Turbo
- Partnered with game designers to tune cameras and other features where gameplay and art direction overlapped on Kinect Joy Ride, Kinect Sports Season Two, and four other unannounced projects
- Prioritized, and reprioritized artists' tasks with project managers based on project needs
- Career manager for seven artists
- Reviewed art tests and interviewed potential hires
- Guided design of environment pipeline, lighting pipeline, environment art tools, and artist workflow on Kinect Joy Ride, Kinect Sports Season Two, and three other unannounced projects
- Created and maintained all lighting across 16 environments on Kinect Joy Ride, also created light rig and scene setup to render car thumbnails used on vehicle select screen
- Managed all frame rate concerns across 16 environments and implemented culling zones and art optimization where needed on Kinect Joy Ride
- Implemented naming conventions, scene organization, world scale, texel density, and other guidelines on Kinect Joy Ride
- Created environment maps for car reflections and other miscellaneous art assets on Kinect Joy Ride

2000 to 2008

Environment Artist/Lighter/Level Designer, EA Canada

- Helped develop visual look of game and set visual quality bar with art team on NBA Street Homecourt
- Created all art assets, including lighting and post processing for four environments on NBA Street Homecourt
- Guided design of environment pipeline, environment art tools, and artist workflow on NBA Street Homecourt
- Designed levels and modeled grey box geometry for SSX On Tour and Need For Speed Undercover
- Helped guide design of proprietary lightmap baking toolset and artist workflow used on NBA Street Homecourt, Skate, Skate 2, and Fifa Street 3
- Created miscellaneous environment art assets for Skate

- Provided feedback to tools and pipeline groups to improve artist workflow
- Created all art assets, including lighting and post processing for four environments on NBA Street V3, created night time lighting for three environments, also created miscellaneous environment assets for court creator
- Created all art assets, including lighting for one environment on Def Jam Vendetta
- Created environment models and textures for SSX Tricky, Sled Storm, and SSX 3
- Designed levels and modeled grey box geometry for SSX Tricky and Sled Storm
- Created breakable objects, animating objects, and dynamic moments for SSX 3

1998 to 2000

Game Tester, EA Canada

- Tested software for bugs
- Submitted bug reports
- Regressed bugs

Interests and Hobbies

- Playing video games
- Discussing 3D Lighting and rendering and how they relate to the real world
- Participating in the www.polycount.com technical talk video game art forum
- Reading about the latest visual technology and workflows used to create video games

References

- Available upon request