



Andrew Welbig

3D Artist, Jewelry CAD Designer, Graphic Designer

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My goal is to obtain a 3D modeling position using my 12 years of industry experience, artistic skills, and creativity to further the company and myself. I endeavor to grow as an artist by continuing to refine my skills and talents while sharing my own experience in a professionally challenging environment.

Experience

Thomas James & Bechtold Jewelry **Jewelry CAD Designer, Marketing** May 2018 - Present
Sioux Falls, SD

- Design jewelry from sketch to CAD to mill to casting and basic metalwork.
- Design files in a way to be easily and efficiently assembled.
- Toolpath designs, maintain, repair, and calibrate 5-axis CNC mill.
- Create beauty shots of designs in Substance 3D Painter.
- Handle marketing and graphic design for the company.

Futurescape 3D **Freelance 3D Artist** Oct 2016 - Oct 2018
Sioux Falls, SD

- Create high resolution, screen accurate models for 3D printing.
- Solve 3D printing issues and create realistic functionality on various scales.
- Prototype client inventions and help to improve features.

Mount Marty University **Creative Marketing Coordinator** Jan 2018 - Oct 2018
Yankton, SD

- Design and create new print and digital marketing ads.
- Coordinate freelance designers, photographers, and printers.
- Write, create, plan, and problem solve CRM emails to prospective students.

InContext Solutions **3D Artist, Contract Artist** Nov 2013 - May 2018
Chicago, IL

- Accurately model and texture environment assets based on existing retail spaces.
- Arrange models in the Unity game engine to match the floor plan of the store.
- Work with tech artists to problem solve and improve team workflow and pipeline.
- Direct photographers, photograph, edit, and organize photos.
- Instruct, coordinate, and QA outsourced materials.

Valve Corporation **Freelance Prop Artist** Nov 2012 - June 2015
Bellevue, WA (Remote)

- Hidden Talent Silencer Set, Fel-Iron Clinkz Set, Warden of the Depths Set
- Conceptualize, model, texture, rig, and market original items for Dota 2.
 - Sculpt high resolution models in Zbrush and bake to diffuse, normal, and pmasks.
 - Set up and meticulously test items in Dota 2 to ensure all requirements are met.
 - Valve has implemented the Silencer set into Dota 2 to be purchased by players.

NetherRealm Studios **Associate Environment Artist** June 2011 - Feb 2013
Chicago, IL

- Injustice: Gods Among Us, Batman Arkham City Lockdown, Mortal Kombat (PS Vita)
- Model high rez meshes and baking normal maps for low rez versions.
 - Create realistic texture maps in Photoshop, xNormal, Crazybump, and NDO.
 - Design asset layout and creation for mobile games in UDK.
 - Build material networks in UDK for both standard and mobile uses.
 - Management work in training and tasking interns on mobile projects.

Software Experience

Autodesk Maya/3ds Max
Jewelry CAD Dream

Pixilologic Zbrush
Matrix/Rhinoceros

Substance 3D Painter/Designer
Adobe Photoshop/Illustrator

Unreal Engine
Unity Engine

Education

The Illinois Institute of Art **Bachelor of Fine Arts in Game Art and Design** Jan 2009 - Dec 2010
Chicago, IL

- Work featured at Fame, AI Student Award Show.
- My demo reel is used as a recruiting tool.

Dakota State University Coursework in Graphic Design & Multi-Media Web Aug 2005 - Dec 2008
Madison, SD

- Vice President of Phi Eta Sigma National Honor Society.