

Andrew Bagdady

3D Artist

(248)990-0193

Fragdady.com

Andrew Bagdady

@AndrewBagdady

Fragdady@gmail.com

SOFTWARE



Maya



Mudbox



Unity Engine



Unreal Engine



Photoshop



Illustrator



Substance Painter



Substance Designer



CrazyBump



xNormal

EDUCATION

MA Animation: Technical Art (3.9)

DePaul University

With Distinction

August 2015 - June 2017

Chicago, Illinois

BA Media and Information (3.5) Specialization: Video Game Dev.

Michigan State University

August 2011 - May 2015

East Lansing, Michigan

GAME DEVELOPMENT EXPERIENCE

Babaroga 3D Artist

October 2017 - Present

Babaroga

- Creating environments and assets for virtual reality games and experiences
- Reducing high poly assets for mobile specifications
- Contributed to several shipped titles for mobile and all HTC and Oculus VR devices
- Producing UI art and design for mobile and VR games and experiences
- Utilizing Maya, ZBrush, Photoshop, Illustrator, Unity, Substance Painter, SVN and Git

Contract 3D Artist

June 2017 - October 2017

Various

- Rendered animations and fly throughs of 3D spaces and car engine deconstructions
- Worked as a 3D Environment Artist on a 360 VR film experiences
- Contributed full pipeline 3D assets and textures to an Arma 3 mod w a large following

Dark Catt Studios 3D Artist Intern

December 2016 - March 2017

Dark Catt Studios

- Created environments and assets for virtual reality games, experiences, and physical props
- Explored virtual reality with the Unreal and Unity engines, the HTC Vive and the Oculus Rift

DePaul College of Computing and Digital Media Tutor

March 2016 - November 2016

DePaul University

- Assisted Undergrad and Grad students with projects including 3D Modeling, Animation and Video Editing
- Learned additional software and techniques by helping solve a variety of problems

iD Tech Camp Instructor

Summer 2016

University of Wisconsin-Madison

- Taught basic and advanced lessons for Unity, Maya, C# and game design to high school students
- Aided students with 3D assets, scripts and level design to successfully produce their first game
- Trained in 3D printing
- Instructed six week-long camps

Technical Art Concentration Courses

September 2015 - June 2017

DePaul University, MA Degree

- Pursuing a Master of Arts in Animation degree, specializing in Technical Art
- Expanding my modeling and texturing skillsets by gaining experience with Mudbox, PBR and MEL scripting
- Creating environments, props and characters to hone my modeling and texturing knowledge with Maya
- Studies involve the utilization and knowledge of Maya, Mudbox, Photoshop, CrazyBump and MEL

Games for Entertainment and Learning Lab (GEL)

May 2014 - May 2015

Michigan State University

- Built levels, 3D/2D low | high poly assets using Maya, Photoshop, Illustrator, Unity and CrazyBump
- Participated in client meetings to obtain specifications for required assets
- Contributed to five games across various genres making 3D/2D assets, levels, rigs and animations
- Utilized Maya, Photoshop, Illustrator, Unity and CrazyBump

MSU Game Design Camp Instructor

Summers 2014, 2015

Michigan State University

- Taught and coached the basics of Unity, Maya and game design to high school and middle school students
- Guided students through the process of successfully producing their first game
- Lead three/four separate camps each summer

Game Design Specialization Courses

August 2013 - May 2015

Michigan State University, BA Degree

- Contributed to six games across various genres making 3D/2D assets, levels, rigs and animations
- Attended and contributed to MSU's game development clubs lectures, events and game jams
- Created environments, props, characters, rigs and animations
- 3D printed multiple game/art assets
- Utilized Maya, Photoshop, Illustrator, Unity, xNormal, Marmoset and CrazyBump

NOTABLE PROJECT

Ghostbusters VR

December 2017 - January 2018

Babaroga | Ghostbusters VR Acts 1 and 2, Unity

- Reduction of high quality assets to meet mobile specifications
- Contributed UI art elements and design