

# Andrew J. Bosold

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## Current Goal:

Work with a team to produce compelling gameplay experiences, progress in skill and increase my knowledge of multiple disciplines.

## Tools used and respective skill level:

Autodesk Maya	Advanced		
Autodesk 3DSMax	Advanced	Speed Tree	Respectable
Autodesk Mudbox	Advanced	World Machine	Respectable
Pixologic Zbrush	Advanced	DDO	Basic
Allegorithmic Substance Designer	Advanced	C programming language	Basic
Allegorithmic Substance Painter	Respectable	C++ programming language	Basic
Adobe Photoshop	Advanced	MAXScript	Respectable

## Work Experience:

### **Wargaming Seattle, Environment Artist**

#### **Unannounced Project**

April 2016 through present

Supervisor: Mr. Trevor Johnson, Environment Art Manager

### **343 Industries (Hanson Consulting Group), Environment Artist**

#### **Halo 5: Guardians for Xbox One**

April 2013 through June 2015

Reported to: Mr. Adrien Cho, Insource-Outsource Team Producer

### **343 Industries (Aquent), Environment Artist**

#### **Halo 4 for Xbox 360**

January 2011 through November 2012

Supervisor: Mr. Vic Deleon, Lead Mission Artist

Supervisor: Mr. Paul Pepera, Lead Mission Artist

Supervisor: Mr. Wade Mulhern, Lead Mission Artist

Supervisor: Mr. Mike Cronin, Environment Art Lead

### **Valkyrie Entertainment, 3D Art Generalist**

#### **TimeGate Studios: Section 8: Prejudice for Xbox 360,**

#### **Riot Games: League of Legends for PC,**

#### **Signal Studios: Toy Soldiers for X.B.L.A.**

#### **Sucker Punch Productions: Infamous 2 for PS3,**

#### **The Workshop: Sorcery for PS3,**

#### **Zombie Studios: unannounced project**

February 2010 through January 2011

Supervisor: Mr. Joakim Wejdemar, Founder of Valkyrie Entertainment

## Other Work Experience:

### **Wandering Samurai Studios, Art Lead**

#### **MechWarrior Living Legends total conversion Crysis mod for PC**

October 2008 through February 2010

Supervisor: Mr. Dan Tracy, Crytek Level Designer

Supervisor: Mr. Sean Tracy, Crytek Technical Artist

## Education:

### **Vancouver Film School, Diploma in 3D Animation and Visual Effects**

June 2007