

Andrew "Viking" Bortniak

3D Character Artist and Illustrator

Portfolio: TheVikingArtist.com • Email: TheVikingArtist@Gmail.com

Address: 20917 Tewkesbury Terrace • Germantown, MD 20876 • Phone: C (301)509-7469 H (301)972-9258

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Proficiencies:

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|---------------------------|---------------------|---|
| Autodesk 3DS Max: | 5 years experience; | 3d Modeling, Unwrapping, Materials, and Animation |
| Pixologic ZBrush: | 4 years experience; | 3d Sculpting and Creation of Normal Maps |
| Adobe Photoshop: | 6 years experience; | Illustration and Texture Creation |
| Adobe Illustrator: | 6 years experience; | Creation of Vector Assets and Designs |
| Adobe Flash: | 2 years experience; | Creation of 2d Assets for Flash Games |
| Corel Painter: | 2 years experience; | Illustration |
| SCRUM: | 3 years experience; | Meetings and Development Cycle |
| Assembla: | 3 years experience; | Ticket Based Task Systems and Documentation |

Experience:

Little Red Goblin Games LLC.

Art Director, September 2011 - Present

- Worked with project managers to help decide the artistic direction for new projects.
- Created and tracked accomplishment of milestones.
- Created and maintained documentation systems for the art teams.
- Managed as many 8 people across 2 divisions. (Scrum, Assembla)
- Oversaw and assisted in the creation of digital art assets. (Photoshop, Illustrator, Flash)

Illustrator, May 2011 - September 2011

- Worked with the designers and other artists to produce assets to represent various elements within role-playing system supplemental materials. (Photoshop, Illustrator)

Feline Fuelled Games

Character Artist, April 2012 - March 2014

- Producedtoon shaded 3d characters for a title based on a popular webcomic. (3DS Max, Photoshop)

The Palio Project

Character Artist, January 2012 - August 2012

- Produced 3d character models and textures for the game. (ZBrush, 3DS Max, Photoshop)
- Helped capture and clean data for motion capture based animations.

The Afflicted Project

Environmental Artist, February 2011 - May 2011

- Produced 3d environmental assets to be placed within levels. (3DS Max, Photoshop)

Education:

UNIVERSITY OF ADVANCING TECHNOLOGY

- Bachelor of Arts in Game Art and Animation (2011, Cumulative GPA 3.56)
- Bachelor of Arts in Virtual Modeling and Design (2011, Cumulative GPA 3.56)

Other Honors:

Eagle Scout, Boy Scouts of America (1999-2008)

- Attained highest possible rank, Eagle Scout, in 2008