

ANDREW STET | 3D ARTIST

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EDUCATION

Bachelor of Arts, Game Art and Design (Grad. Sept. 2016)

Mt Sierra College, Monrovia, CA

WORK EXPERIENCE

Bad Rhino Games (Remote)

(February, 2017 – Present)

3D Artist

- Working on Rising Tides, an action RPG set in the days of pirates, built in UE4 for PS4 and Steam
- Responsible for all the weapons and hero props in the game, as well as environment assets

Motion Logic Studios (Remote)

(April, 2017 – Present)

3D Artist (Retained Freelancer)

- Create assets for various clients, ranging from hard surface to organic
- All assets are expected to be finished, textures and all, within one to two days

CVS Pharmacy, CA/NV

(September, 2015 – February, 2017)

Assistant Manager

MISC PROJECTS (SEE SITE FOR IMAGES/VIDEO)

GDC SF 2016

Little Billy

Little Billy was demoed on the Careers Floor at the annual Game Developer's Conference in March 2016. Developed in only 5 weeks by a team of two (Unreal Engine), this third-person, action game focuses on a young boy who has developed alien powers. My development partner was Glend Galdamez.

My roles in the project:

Environment/Prop models, Textures, Level/Game Design, HUD/UI, Original Music/Sound, Animation, General Production

Global Game Jam 2016

Lucky's Morning

Lucky's Morning was created in less than 48 hours with a small team of six people (Unity). It is an arcade style, mobile time attack game. It was also launched on the Google Play Store as a test. The jam site gave the game the award for "Best Use of Theme". Alongside that award, I was given the award for "Strongest Team Lead".

My roles in the project:

Team Lead, Environment/Prop models, Textures, Game Design, Original Music/Sound, Animation, Rigging, Production