

# Andrew Peck

Willow Springs, NC | AndrewPeck102299@gmail.com | 919-916-8545

[LinkedIn](#) | [Portfolio](#)

Environmental Artist, skilled in Unreal Engine 5 procedural generation and Material Functionalities. Accomplished in working with design teams that range from conceptual work to fully rendered models. Experienced in working with strict deadlines and maintaining the quality of products.

## Skills & Competencies

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- Unreal Engine
- Unity Engine
- Autodesk Maya
- C#
- C++
- Unreal Blueprints
- Adobe Creative Cloud
- Substance Painter

## Education

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William Peace University May 2024

Bachelor of Arts, Simulation and Game Design

GPA: 4.0

*Honors and Awards: Summa cum laude, Alpha Chi, Dean's Scholar*

Wake Technical Community College July 2021

Associates of Simulation and Game Development: Art and Modeling

*Certificates: Modeling and Animation, Business, & Quality Assurance*

## Experience

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Aumerion Willow Spring, NC

*3D Modeler & Sales Representative* August 2022- Current

- Coordinated pricing of products based on time spent and cost of resources.
- Handled phone calls with clients discussing quality and product needs.
- Designed 3D models to be printed for client's needs.

William Peace University Raleigh, NC

*VR Development Intern* May 2023- July 2023

- Modeled and designed the main foyer of WPU campus to a 1x1 replica.
- Implemented new areas attached to the previous team's designed area.
- Added blocking volumes to prevent VR users from teleporting out of bounds.

## Projects

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Shutter August 2023 - December 2023

*Art Lead for [Ambient Delusion](#)*

- Scheduled development due dates for all team members.
- Designed initial map layout for designers to reference for the final product.
- Implementation and creation of the Turkish room and traditional folk music.

Red Mango Studios May 2021- July 2021

*Environmental and UI artist for [Rad Rabbit](#)*

- Conceptualized a cell shaded art pipeline.
- Applied camera systems in Unity Engine between scenes and UI panels.
- Designed environmental level assets in the first level.