

# Andy Baigent

## Environment Artist

**Portfolio** [www.artstation.com/artist/andybaigent](http://www.artstation.com/artist/andybaigent)  
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**Phone** 07760457519  
**Address** Liverpool  
**D.O.B** 13.06.1988  
**Nationality** British

## Profile

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I am very creative, extremely enthusiastic about my work and can work well in a team as well as an individual. I work well under stress and I can confidently say I am able to work towards strict deadlines. I can easily spot mistakes/problems within my own work and I will not hesitate to put in the hours needed to complete a task.

As well as a passion for game art, I'm also interested in propaganda art and foreign languages (particularly German and Russian). In addition to this I am also an avid scuba diver and airsofter. However, above all else, I enjoy watching the 'Making Of' videos for not only games, but films also as I am always fascinated how certain scenes in are made and / or filmed.

## Experience

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**Apr 17 – Present**

**Environment Artist**

**Foundry 42**

**Nov 2015 – Mar 17**

**Jr. Environment Artist**

**Foundry 42**

### **Star Citizen / Squadron 42**

Originally part of the environment team, from Jan 16 to Jan 17, I have been part of the ship team creating ship interiors used for the story and non story driven environments for StarCitizen / Squadron 42. I am now back on the environment team creating story and non-story driven environments for StarCitizen / Squadron 42

Responsibilities include:

- Creating modular set pieces
- Asset creation
- Set dressing
- Lighting
- Creating whitebox assets to the correct metrics for level design
- Optimization
- Constant communication with art directors, art leads & level designers to ensure the art and design meets the desired outcome..

**Oct 2012 – Mar 2015 (2 Years, 6 months)**

**In-house contract artist**

**Evolution Studios**

### **Driveclub & Driveclub DLC – Released Oct 2014 Onwards**

During my time on Driveclub & its DLC, I was part of the world and object teams to ensure the tracks and their contents are optimized and polished.

Responsibilities include:

- Creating Assets
- Creating textures & materials
- Additional track lighting
- World dressing
- World & Asset optimization

Responsibilities for DLC included:

- Creating new assets for all existing and new location tracks.
- Optimization of assets for the weather pack.
- Creating textures & materials

## Softwares & Skills

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Maya	High to low poly modeling
3DS Max	Sculpting in ZBrush
Photoshop	Texture Creation
NDo2	Physically Based Rendering (PBR) workflow
XNormal	Creating LODs for game ready assets
Zbrush	Shader techniques (UE4 / UDK)
Marvelous Designer	Particle effects (UE4 / UDK)
Substance Designer	Rigging & Animation of game assets
CrazyBump	Lighting
Topogun	An understanding of 3D scanning processes
Marmoset Toolbag	Good communicator
Unreal Engine 3 & 4	Fast learner
CryEngine	
World Machine	
Perforce	
Hansoft	

## Education

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<b>2009 - 2012</b>	<b>University of Derby</b> Computer Games Modelling & Animation – Upper Second Class (2:1)
<b>2004 – 2009</b>	<b>Northbrook College</b> Adult Level 2 Numeracy – Pass National Diploma in Games Development – Merit X3 First Diploma in Software Development – Merit Vocational Access Course – Pass
<b>2000 - 2004</b>	<b>Worthing High School</b> 8 GCSE Passes

## References

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References available upon request

## Additional Information

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- Holds a full UK drivers license