

# ANDREA MASSA

## 3D Environment Artist

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### KEY SKILLS

#### Main Software

- Maya
- Zbrush
- Photoshop
- 3D Coat
- Substance Designer
- Substance Painter
- MightyBake
- xNormal
- Unreal Engine 4 / UDK

#### Additional Software

- 3ds Max
- Quixel Suite
- Knald
- CrazyBump
- Marmoset Toolbag
- Unity
- Perforce
- Jira
- Mantis

#### Technical Skills

- 3D Modeling
- Sculpting
- Retopology
- UV Mapping
- Texture Baking
- PBR Texturing
- Hand Painted Texturing
- UE4 Shaders Setup
- UE4 Blueprints Setup
- Environment Design
- Props Design
- Level Greyboxing
- Level Design
- World Building
- Set Dressing
- Lighting
- Scripting (MEL and Python to create useful scripts in Maya)

### WORK EXPERIENCE

#### ▪ August 2017 to date

**LUNAR GREAT WALL STUDIOS** - [www.lgwstudios.com](http://www.lgwstudios.com) - Milan (Italy)

**Senior Environment Artist & Level Designer:** level layout design, level greyboxing, gameplay implementation, 3d modeling, UV mapping, texturing game environments and props for our first UE4 game **Another Sight** (PS4/ XboxONE/Switch/PC).

#### ▪ April 2015 to July 2017

**SELF EMPLOYED - Freelance Environment Artist & Level Designer:** Unreal Engine 4 modular environments creation, 3d modeling, UV mapping and texturing game environments and props for [Lunar Great Wall Studios](http://www.lunar-great-wall-studios.com) and [InVRsion](http://www.invrision.com).

#### ▪ October 2013 to April 2015

**MILESTONE** - [www.milestone.it](http://www.milestone.it) - Milan (Italy)

**Environment Artist:** 3d modeling, UV mapping and texturing game environments and props. Reference material gathering, outsourcing documentation creation, outsourcing art companies coordination. Games I worked on:

**Ride** (PS4/ XboxONE/PS3/X360/PS Vita/PC), **Moto GP 14** (PS4/PS3/X360/PS Vita/PC), **MXGP** (PS4/PS3/X360/PS Vita/PC).

#### ▪ February 2013 to October 2013

**MILESTONE** - [www.milestone.it](http://www.milestone.it) - Milan (Italy)

**Head of QA & External QA Coordinator:** Internal QA department coordination, External QA companies coordination (QLOC & Babel), Mantis database management, testing documentation creation and update, recruitment. Games I worked on:

**WRC 4** (PS3/X360/PS Vita/PC), **Moto GP 13** (PS3/X360/PS Vita/PC).

#### ▪ August 2011 to February 2013

**SEGA EUROPE** - [www.sega.co.uk](http://www.sega.co.uk) - London (United Kingdom)

**QA Localization Assistant Team Lead:** localization and compliance testing planning and coordination, test documentation creation and update, team coordination, recruitment and training new localization testers. Games I worked on:

**Aliens Colonial Marines** (PS3/X360/Wii U/PC), **Binary Domain** (PS3/X360/PC), **Anarchy Reigns** (PS3/X360), **The Cave** (PS3/X360/Wii U/PC), **Sonic CD** (PS3/X360/PC), **Sonic Adventure 2** (PS3/X360), **Sonic 4 Episode 2** (PS3/X360, PC, iOS), **Hell Yeah!** (PS3/X360), **Jet Set Radio** (PS3/X360/PC/ iOS), **Vikings** (X360/PC), **The House of the Dead: Overkill** (PS3), **The House of the Dead 3** (PS3), **The House of the Dead 4** (PS3), **Virtua Tennis Championship** (iOS/Android).

▪ **November 2010 to August 2011**

**SEGA EUROPE** - [www.sega.co.uk](http://www.sega.co.uk) - London (United Kingdom)

**QA Localization Senior Tester:** game localization and compliance testing, bug tracking, bugs fix regression, translations English > Italian and Italian > English, mentor and coordinate less experienced testers. Games I worked on:

**Captain America: Super Soldier** (PS3/X360/Wii/3DS/DS), **Conduit 2** (Wii), **Thor: God of Thunder** (Wii), **Total War: Shogun 2** (PC), **Super Monkey Ball 3D** (3DS), **Shinobi** (3DS).

▪ **September 2010 to November 2010** (Contract)

**COLOSSAL GAMES** - [www.colossalgames.eu](http://www.colossalgames.eu) - Kingston upon Thames (United Kingdom)

**Environment & Prop Artist (contract):** 3D modeling and texturing game environments and props.

I worked on the iOS title **Commando Jack**, modeling and texturing 3D assets using Maya and Photoshop. I also helped the level designers to polish and refine the game environments to improve the overall look and feel of each level.

▪ **November 2007 to July 2010**

**ARTEMATICA ENTERTAINMENT** - [www.artematica.com](http://www.artematica.com) - Chiavari (Italy)

**Environment Artist & Level Designer:** as Environment Artist I used to model and texture game environments and props. As Level Designer I used to script in game events and debug the level's gameplay. Games I worked on:

**Diabolik - The Original Sin** (PC, PS2, PSP, Wii), **Julia - Innocent Eyes** (PC, DS).

## EDUCATION / TRAINING

**BRUSHFORGE** - [brushforge.com](http://brushforge.com) - Irvine (USA)

**AEON CORE** - Hero Prop Design and Texturing - taught by **Jordan Powers** (Prop Artist at Blizzard Entertainment)

**CG MASTER ACADEMY** - [www.cgmasteracademy.com](http://www.cgmasteracademy.com) - Los Angeles (USA)

Stylized 3D Asset Creation for Games - taught by **Kevin Griffith** (Senior Environment Artist at Bigpoint GmbH)

UE4 Modular Environments - taught by **Clinton Crumpler** (Principal Artist @ Midwinter Entertainment)

**ESCAPE STUDIOS** - [www.pearsoncollegelondon.ac.uk](http://www.pearsoncollegelondon.ac.uk) - London (UK)

Video Games Art Production - taught by **Simon Fenton** (former Lead Artist @ Sony Computer Entertainment's London)

**VIRTUAL REALITY & MULTIMEDIA PARK** - [www.edu.vrmmp.it](http://www.edu.vrmmp.it) - Turin (Italy)

Master's degree in "Methods and Techniques for Digital Entertainment" (v. 102/110)

**IULM University** - [www.iulm.com](http://www.iulm.com) - Milan (Italy)

Academic degree in "Public Relations and Advertising" (v. 100/110)

Graduation thesis: "Massive Multiplayer Online Games. Two case studies: Mythic & Blizzard".

## ADDITIONAL SKILLS

- **Languages:** native Italian, fluent English and scholastic French.
- **Team player:** used to work in team with people from many different countries and cultures, comparing problems and ideas with my colleagues, giving suggestions to the people as well as accepting criticism to my work.
- **Organized, precise and problem solver:** used to organize and plan the work in advance, great attention to detail, natural attitude for problem solving and troubleshooting.
- **Quick learner, versatile and adaptive:** used to learn new tools and techniques on the fly to adapt to new work pipeline.
- **Project and team management experience:** at *Lunar Great Walls Studios*, *SEGA Europe* and *Milestone* I have been in charge of coordinating projects and teams of testers/artists on a daily basis, acting as a point of reference for the team members (setting tasks, solving unexpected issues, mentoring new starters), producers and management.
- **Console manufacturers knowledge:** working at *SEGA* and *Milestone* I have gained a wide knowledge about the last 2 generations of consoles (PS4/XboxONE and PS3/X360/WiiU/PSVita/PSP), console manufacturers (Sony, Microsoft, Nintendo) hardware, terminology, tools and submission procedures.
- **Quality Assurance experience:** working at *SEGA* and *Milestone* I widened my professional experience in Functional, Compliance Localization quality assurance software and testing methodologies, having the chance to work on a wide array of devices: PC, PS4, PS3, X360, XboxONE, PSVita, PSP, Wii, 3DS, DS, iOS and Android devices.