

CONTACT

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[Portfolio](#)

[Artstaion](#)

Tools:

- Substance Designer
- Substance Painter
- Maya
- Zbrush
- Unreal Engine 5
- Photoshop
- Unity

Skills:

- Material creation
- Texture Artist
- Organic modeling
- Hard surface modeling

Education:

University of Central
Florida

Bachelors in Digital
Media

Game design track
May 2024

Andrew Sisk

3D ARTIST

Lizard Lair Games - *Volcanewt*

3D Artist, Producer

August 2023 – Ongoing

- Developed early design of the Volcanewt.
- Created smart materials for movement and pulsing emission.
- Created both hard surface and organic models within game.
- Designed multiple materials for varied use in game and by other artists.

Siren Games - *Magnetic Manufactory*

3D and 2D Artist, Producer

January 2023 – May 2023

- Created art pipeline for converting 3D models to 2D assets.
- Modeled and textured various most level assets within game.
- Created title screen using both in game assets and image software.

Deadly Daughter Games - *Damsels of Destruction*

3D Artist. Producer

January 2022 – May 2022

- Created layout and art style for the four levels.
- Designed multiple materials for use in game's levels.
- Developed initial art style guide and refined it over project length.