

Andy Clayton
Seattle
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Summary

Strong technical bias. Excellent problem solver. Great work ethic, good team player.

Experience level

Deep

3ds Max/ maxScript
Unreal4 Levels/Material Editor/Blueprints
Unity Creating Levels and Programming
World Machine
Photoshop
C#

Great

zBrush

Motion Analysis
Photogrammetry (Agisoft)

User

Maya

C++

Work Experience

2015 – 2017

Independent Game Developer

Seattle, WA

- Create game engine plug-ins
- Creating a game

1999 – 2017

AICLA/AIS

Santa Monica, CA

Games Teacher

- Teach all areas of game development
- Constantly update skills
- Introduced a new major in Games Programming
- Acted as Technical Director on over 50 games

1996 – 2005

Freelance

Santa Monica, CA

3ds Max artist, consultant

Clients included:

- Walt Disney Imagineering
- Rez.N.8
- DHiMA
- Virgin Interactive Entertainment
- Autodesk
- Universal Studios Creative
- UCLA Extension
- Personality Factory

Other Highlights

- 4 books published
- Many magazine and periodical articles published

- Lecture circuit, including Autodesk University, NATPE, NATE, WDI World Conference, etc.
- 3ds Max certified Instructor

1995 – Dec 1997

OpenCAD International

Venice, CA

Game Artist /Technical Writer

Modeling
Texturing
Lighting

Animating
Rigging
Scripting

1992 – April 1995

Data Technology Datech Ltd

Kent, UK

3d Studio Product Manager

Responsibilities included:

- Setting up UK dealership network
- 3d Studio Evangelist: Conferences, Exhibitions and seminars
- Engineering Software Account Manager

1985 –1992

BSL Engineering Products Ltd

CEO

London, UK

- Sales
- Consultancy
- Contractor

1976 –1985

Lockheed

Leamington, UK

Senior Statistical Quality Control Engineer

Education

- Engineering Apprenticeship
- FTC Mechanical Engineering
- BSc Game Art and Design