

Andy Vatter

Game Developer and 3D Artist

Brooklyn, NY

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SUMMARY

Between 4+ years of game development and design across PC, mobile, and PS4 in traditional, VR, and AR products, and 10+ years of 3D art, VFX, and post-production experience, I've covered countless projects, media, skills, and methodologies for any product. I write clean and highly modular code that not only runs well, but creates a deep and positive look and feel for the end user. I work exceedingly well both independently and on a team, in person or remotely, and can seamlessly move between disciplines at any time. I am also great at office parties.

SKILLS

Unity

C#

VR/AR Development

3D Modeling, Texturing

Game Design

Maya

UI/UX

After Effects

Photoshop

Substance Painter

PROFESSIONAL EXPERIENCE

SEBRING REVOLUTION - New York, NY | May 2018 - Present

Freelance VR/AR Developer

- Integrate bullet-time photography into VR and AR, with emphasis on iOS
- Build mixed reality platform for mobile devices as experiential marketing tool
- Lightweight Unity system to compress, render large image sequences
- Vive/Oculus, Magic Leap, easily portable to other platforms
- Optimize and interpolate image sequences for archival purposes

PROTO DOME GAMES - New York, NY | March 2017 - Present

Indie Developer and 3D Artist

- Lead developer and artist building video games from the ground up, including:
 - "XTREME PADDLEBALL," a VR comedy game/shooter for Oculus and Vive, being ported to PSVR
 - "TERRAFELL," an in-development isometric turn-based strategy/fighting game mix, featuring procedurally-generated levels, post-combat real-time playback, targeting PC, PS4, and Switch
 - "Shoot or Splode," an in-development high-speed top-down action/puzzle game, targeting mobile, Switch, PC, and PS4. It was extremely well-received when demoed to GamesDoneQuick attendees.
- PC, console, iOS and Android

MONSTERFUL VR - New York, NY | April 2019 - September 2020

Lead Unity Developer, Technical Artist

- Gameplay architecture engineering and redesign
- Visual data editor and GUI for manipulating physically accurate pitching data
- Design and engineer UI/UX systems, including tutorials, both 2D and in VR
- Refactor existing code to asynchronous HTTP/GET functionality
- Environment retopologizing, retexturing, optimization, and creation (ex. Yankee Stadium)

FREELANCE - New York, NY | April 2010 - Present

Post-Production and VFX Artist

- CGI, VFX, using Maya, FumeFX, After Effects, and Substance Painter
- Equipment/logo removal, motion graphics in After Effects and Mocha
- Edited TV pilots (Classless, 2013), feature films (The Sadist, 2015), VR stitching

EDUCATION

Boston College

BFA in Film Studies - Graduated December 2010

REFERENCES

Brandon Barnett - CTO, Monsterful, Phoenix Sports Partners

Karel Terra - Technical Lead, Monsterful

Jarett Sims - CEO, Monsterful

Stephen Buckley - Senior Engineer, JustWorks; Collaborator on Xtreme Paddleball

Christina Cacouris - Producer, Sebring Revolution