

Andrew Collins

Senior / Principal Concept Artist

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<https://www.artstation.com/andrew2789>

AWARDS

- **Winner**
B & H Photo Game Creator's Challenge - Alternate Planet Landscape
- **Honorable Mention**
Artstation Ancient Civilization 2D Environment Design Challenge

SHIPPED TITLES

- **Mind Over Magic (2025)**
Sparkypants Studios
PC
- **Roterra: Extreme Adventure (2020)**
Dig-It! Games
IOS
- **Roterra: Flip the Fairytale (2018)**
Dig-It! Games
IOS
- **Exotrex 2 (2017)**
Dig-It! Games
Web Browser
- **Exotrex (2016)**
Dig-It! Games
Web Browser

SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Autodesk Maya
- Blender
- Zbrush
- Oculus Medium
- Topogun

EDUCATION

- **CGMA 2D Academy**
2013 - 2018
- **Hobart College**
2007 - 2011

EXPERIENCE

Principal Concept Artist – Sparkypants Studios

May 2020 - February 2025

- Principal Concept Artist for the game "Mind Over Magic" and was responsible for initial visual development; character designs; creature designs; prop designs; environment designs; illustrations and UI look development
- Worked together with the Art Director, Art Lead, Creative Director and Game Designers to refine concepts from several loose sketches to finalized asset designs
- Created style guides to establish a clear and consistent visual language for the game's props, environments and characters
- Provided feedback and paintovers for 3D Artists working from concepts
- Responsible for look development and concept artwork for several in-development prototype games simultaneously, all with different art styles and visual looks

Freelance Video Game Concept Artist

September 2018 - May 2020

- Responsible for environment and prop concept art for the game "Roterra: Extreme Adventure"
- Created narrative concept paintings used before levels to establish the game's story

Freelance Concept Artist

September 2018 - May 2020

- Created character and environment concept art for the short film "Mere"
- Created environment and character concept designs for the graphic novel "Grey Nation"
- Created architectural environment prop concepts and sculpted geometry assets for Tyler Edlin Art

Concept Artist - Dig-It! Games

June 2015 - September 2018

- Created environment, prop, character and user interface concept designs for all in studio projects
- Created narrative concept paintings used before and after levels to tell the games story
- Responsible for initial look development for new IPs and in production projects
- Worked with creative director to ensure environment level concepts matched with narrative direction