

Phone: +(61) 425 282 252
Website: www.stephen-a.com
LinkedIn: [in/stephenandrianakos](https://www.linkedin.com/in/stephenandrianakos)
Email: Stephen.Andrianakos.94@gmail.com

D.O.B: 11/11/1994
Location: Sydney Australia
Instagram: [/stephenandri_art](https://www.instagram.com/stephenandri_art)

Professional Skills

3D Modelling	Rendering
Photoshop	Photography
Unity 3D	Unreal Engine4
Video Editing	Zbrush
Texturing	
Python (OnlineCourse)	

Profile

Sydney based Creative Artist currently available for local and international work.

He has obtained professional experience through highly regarded companies, having refined skills in game development, design and Architectural Visualisation.

Through global travels using skills in Photography and Videography focusing on landscapes, culture and food, he has gained unique experiences that shape his work ethic.

Stephen is a highly motivated and caffeine driven individual who performs to the highest calibre. Being able to adapt to difficult challenges shows his flexibility in all working conditions.

Shooting Genres

- Landscape
- Food
- Portrait
- Fashion
- Lifestyle
- Event
- Glamour

Releases

Fast & Furious Takedown - SMG Studio 2018 Mobile

Work Experience

Girraphic - 2021

Sr Technical Artist within the studio with roles of overseeing blueprint tools and master material graphs, alongside performance review. Some extra tasks were to set up version Control within the company (Perforce) as well as introduce the use of JIRA / Confluence within the team.

Rotor Studios - 2019 > 2020

Technical Artist handling asset workflow, export and importing, Visual Scripting in Blueprints UE4 for designs and experience flow, building designs to work in realtime with animated effects.

SMG Studio - 2016 > 2018

Environment Artist involving Modelling UVing Texturing and placement. Vehicle modelling and modification parts. UI Design and creation. Multiple Hi-Res Rendered Elements

Ivolve Studios - 2015 > 2016

My Position was a Junior Digital Artist at a Architectural Visualisation Studio. My main roles were Modelling, environment creation, material Look Dev, prop placement, lighting, rendering and compositing

Photography

Multiple Shoots including Glamour, fashion, lifestyle and event Photography as well

Education

Animal Logic 2019 March (3 Week Course)

'Set' Matchmove Training Course - 3Dequaliser4

Academy Of Interactive Entertainment 2013 > 2014

Advance Diploma of Professional Art and Design
Specialising in Game Art

Academy Of Interactive Entertainment 2012 > 2012

Certificate II in 3D Animation

Software

Adobe Photoshop	3Dequalizer4
Adobe Lightroom	Substance Painter
Autodesk Maya	V-Ray
Autodesk 3ds Max	zBrush
Unreal Engine 4	Autodesk Mudbox
Unity5	Quixel
Adobe After Effects	Marmoset Toolbag
Adobe Premier	Bitmap2Material3