

# Andrew Towl

Unity 3D - XR Developer/prototyper - 3D/2D Artist

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## SUMMARY -

Accomplished 3D generalist and AR/VR/XR Developer with a track record of outside the box thinking, embracing new technologies and exceeding project expectations on tight timelines in a variety of roles from 3D modeling to game design, Unity development and rapid prototyping.

## EDUCATION -

MA Art and Technology | University of Oklahoma

BAFA | University of New Mexico

XRBootcamp

## LINKS -

XR/VR/AR Development - [www.apparitionXR.com](http://www.apparitionXR.com)

3D - [https://artstation.com/inkiv\\_ar](https://artstation.com/inkiv_ar)

LinkedIn - [www.linkedin.com/in/artowl3d/](http://www.linkedin.com/in/artowl3d/)

## EXPERIENCE -

Melderverse | AR Unity Developer - 3D Artist | 7/24/2022 - 7/1/2023

- Rapid prototyping for multiple small games and AR experiences.
- Directed communication with international developers and artists.
- Delivered high quality 2D and 3D assets on expedited time tables.
- Lead research, planning, and development for new AR experiences.
- Used Git and Jira for version control to track and solve bugs.

Hawaii Theater for Youth | AR Unity Developer - 3D Artist | 3/24/2022 - 8/3/2022

- Developed best AR practices through rapid iteration for both live performance and mobile Museum Garden application.
- Delivered high quality 3D and 2D assets based on art teams specifications.
- Lead communication between developers and creative team.
- Managed the development pipeline to meet the rapidly changing designs of the theater department.

HawaiiAR | Freelance 2D/3D Artist and Developer | 6/1/2017 - PRESENT

- Rapid prototyping of AR experiences for mobile and geospatial experiences and VR/XR on Oculus Quest 2.
- Delivered high quality 3D and 2D mobile ready assets.
- Designed, built and published multiple AR mobile games and experiences.
- Assessed, tested, and solved project problems as a 3D artist, designer and developer.

EnigmaticGraphics | Illustrator | 5/30/2008 - PRESENT

- Evaluated client needs and converted ideas into deliverable illustrations, storyboards, comics and cartoons.
- Coordinated between clients, publishers, and printers to ensure delivery of best quality graphics.

## AWARDS -

**Best in WebAR** - Niantic and 8thwall's VPS world tour L.A. 2022.

**Grand Prize** - AT&T's Mixed Reality Hackathon Hawaii 2019.

**Honorable mention** - Niantic's Beyond Reality Developer Competition 2019.

**2nd place** - AT&T and MagicLeap's mixed reality competition 2018.

**Best in Games** - AT&T Entertainment App Competition, Gaming Category 2018.

## SKILLS -

- Unity
- XRToolkit
- Blender
- c#
- Git
- Jira
- LightShip ARDK
- ARFoundation
- Adobe Suite
- Substance Painter
- Figma
- Zappar

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