



ANDREA MAESTRI

A GAME ARTIST STUDENT @ UNIVERSITY OF NORTHAMPTON

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EDUCATION

LICEO ARTISTICO ANGELO FRATTINI

VARESE | ITALY

FINAL SCORE
83/100

Esame di Maturità GRAPHIC DESIGN

2011-2015

Learned about graphic design and worked in a professional environment, with time organization and planning studies.

School Projects commissioned by real clients with deadlines.

Relevant modules are Art History, Graphic Design and Multimedia practice.



On track for a first

BA Games Art (Hons)

2015-2018

Teaching and practicing the creative aspects of the gaming industry. Enriched with experiences of the key areas within the creative process, from storyboarding to character and environment design.

SUMMARY

- Studies in Games Art course that involved team working and time management.
- Friendly with teamworkers and fast learner
- Has a strong commitment to team activity and fast learner
- Versatile on small and large groups
- Enjoy working as a team member as well as independently
- Worked with prioritization and daily goals on different tasks and duties as a volunteer for different events and exhibitions managed prioritising.
- Studied in a professional environment which include strict deadlines.
- Excellent written and verbal communication skills
- Confident, professional and friendly speaking abilities
- Ability to interact with people from other countries (habits and traditions)
- Good knowledge of Windows 10, MacOS and previous
- Created several documents for school projects with Office 2013, 2016 and 365 Professional: Word, Excel, PowerPoint, Outlook and competency to use OneDrive, Skype and OneDrive for business.

MEDIA CREATIVE SKILLS



INTERMEDIATE



ADVANCED



ADVANCED



INTERMEDIATE



BEGINNER



BEGINNER

LANGUAGE SKILLS

ITALIAN

MOTHER TONGUE

ENGLISH

INTERMEDIATE (ACADEMIC)

WORK EXPERIENCE



Adobe Student Advisor Board

September 2016 - Present

An exclusive panel of students that works directly with Adobe to help shape the Adobe Students strategy. Delivered in professional virtual conference rooms and surveys.



Q&A Tester (Remote)

August 2016

Testing an exclusive alpha of the game dedicated a new players that have never tried that. Complete specified QA goals and give feedback about the game with e-mails and surveys.

REFEREE

Max Starubinskiy, **Marketing Campaigns Coordinator**

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Scott Barratt, **Community QA Manager**

sbarratt@radiantworlds.com

Academic: Dan McCaul, **Module Leader**

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