

Andrew Cuneo

3d prop/environment artist

I'm a 3D Artist focused on props and environment art for video games, driven by a lifelong passion for immersive worlds. I specialize in optimized asset creation, lighting, and integration for real-time engines. My workflow is rooted in agile principles, and I thrive in collaborative, fast-paced environments. I'm committed to continuous growth and to crafting visual experiences that enhance gameplay and leave a lasting impression.

Contact

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 [Andrew Cuneo](#)

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Education

Game Design Boot Camp

UK (Remote) 2024 - 2025

Covered level design, asset creation and UE5 workflows focused on game art and environments. Focused on practical game development workflows, including level design, asset creation, Unreal Engine integration, and collaborative project management. Developed a full gameplay prototype as part of the final project.

Motion Graphics Certificate

Escape Studio 2023 - 2024

Included relevant modules in animation, visual storytelling, and 3D workflows applicable to game art pipelines and real-time rendering.

Software & Toolset

- 3D Modeling & Sculpting: Blender, ZBrush
- Texturing & Shading: Marmoset, Substance Painter, Substance Designer, Photoshop, Illustrator
- Game Engines: Unreal Engine 5
- Version Control: GitHub (collaborative work, versioning)
- Project Management & Collaboration: Jira

Skills

- Collaboration / Problem Solving
- Attention to Detail
- Time Management
- Adaptability / Communication
- Creativity
- Critical Thinking
- Flexibility
- Goal-Oriented

Experience

3d Artist Freelance

Indie Studio (UK remote)

2023 - 2025

- Modeled and textured optimized environments and props for a mobile game project.
- Assigned to design and build a key master prop, handling the full pipeline from concept to game-ready asset.
- Collaborated with the producer and level designer to ensure assets met technical and artistic standards.
- Integrated assets into Unity with a focus on performance and seamless functionality.
- Contributed to a fully playable demo, now being pitched to publishers.
- Created cinematic cutscenes (under NDA), available as private reference upon request.

Personal Project

Thriller Horror Game (In Development)

2024- 2025

- Developed a short demo, thriller-horror game, including designing the Game Design Document (GDD), creating detailed environments and props, and integrating assets into Unreal Engine 5.
- Utilized Blender and Substance Painter for 3D modelling and texturing, ensuring visually appealing assets.
- Focused on lighting, material optimization, and asset integration in Unreal Engine 5, enhancing the overall user experience.
- Managed both the artistic and technical aspects of the project, ensuring a polished final product.

Portfolio Highlights

SIP Payphone 1970 (IT) Hero Prop

Game-ready asset inspired by Italian public payphones from the late '70s, reimagined with a subtle noir/crime narrative. Developed with a focus on material realism and environmental storytelling, backed by extensive historical research. Custom decals, engravings, and surface wear were used to enhance believability. Built using a UDIM workflow (35k tris) and rendered in Marmoset Toolbag for cinematic presentation.

Electric Knuckle Duster

A brutal, DIY melee weapon combining a heavy-duty knuckle duster with a salvaged stun gun. Designed for post-apocalyptic or survival-action games, this prop features a weathered metal frame, bullet-like spikes, and an improvised electric shock system for tactical gameplay. Created using a high-to-low poly workflow and textured in Substance Painter, it's optimized for real-time use in UE5 and presented in cinematic lighting for material readability and storytelling impact.