

Zander Novasio

Character Designer/Modeler and Concept Artist

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Technical Skills and Tools:

- **Software:** Unreal Engine, Autodesk Maya, ZBrush, Substance Painter, Photoshop, Illustrator, Blender, Spine, GitHub
- **Art Expertise:** High/Low-Poly Modeling, Digital Sculpting, Texturing, Character Design, Concept Art

Team Project Experience:

Art Director

Sept. 2019 - May 2020

HoverDrive: 3D Multiplayer Arena Style Racing/Shooting Game

- Created, managed, and led a team of 8 artists, providing leadership capabilities and organization of tasks, schedules, production pipelines, and an art style guide. Coming off of our last project (Beyond - see below), I had asked the previous art director if I could take over the role. Led weekly team meetings as well as separate meetings just for artists. Resulting in a distinct and cohesive art department.
- Designed, modeled, and textured 3D game-ready characters using Maya and Substance Painter. Allowing for Character Rigs to be made in combination with another artist's HoverBikes Rig that the characters would ride, to be passed on to the animator.
- Utilized Unreal Engine engine tools in order to do set dressing, animation graphs, and asset implementation. This project resulted in a playable prototype, representing a vertical slice of what the game could be.
- Utilized GitHub repository tools for file-sharing and back-ups, to safely preserve game files in case something broke or got corrupted.

Character Designer

Sept. 2018 - Aug 2019

Beyond: 2D Top Down Dungeon Crawler/Shooter

- Created the main character with a 2D animation rig in Photoshop and Spine, allowing for easy and quick iterations of character animations.
- Created enemy designs and environment prop assets in Photoshop. Helped guide the visual development and organized the style guide. Resulting in a cohesive world that tells the story of a dungeon filled with the souls of a civilization, captured in gemstones that have been corrupted by an evil force.
- Used custom engine tools designed after the Zero Engine to implement assets, build and edit rooms, and create objects. Allowing for the artistic touch to what design and engineering had already created.
- Chosen by DigiPen faculty and staff to be presented at PAX West 2019, as well as be released on Steam.

Volunteer Artist

Jan. 2018 - April 2018

Punchy Punchy: 2D Fighting Game

- Created the 4 playable characters and utilized sprite sheet and animation tools to create poppy (or punchy) animations for them.
- Helped guide the visual development and pixel art style, resulting in a fun, bright, and energetic visual style.
- Chosen by DigiPen faculty and staff to be presented at PAX West 2018, as well as be represented on the DigiPen student showcase.

Solo Project Experience:

Character Designer/Modeler

Oct. 2023 - July 2024

Davis and Travis

- Delivered 2 Game Ready Character Models in 9 months. Resulted in 2 excellent portfolio pieces of my favorite characters.
- Concepted and Designed 2 characters in Photoshop. Used ZBrush to sculpt models and details, then Blender to retopologize the meshes, texture logos and decals and create materials for procedural textures such as dirt or wear/scratches, rig basic skeletons, and pose characters in multiple action shots.

Independent 2D Game Development

June 2012 - Present

2D Indie Games

- Created many prototypes to be used to pitch game project ideas. Handled full 2D pipelines, creating custom sprites, modular tilesets, set dressing, and animations. Resulting in playable game prototypes representing vertical slices of what the games could be.
- Built modular visual scripting graphs for top-down and side-scrolling mechanics, including inventory, combat, and traversal systems.
- Constructed state-machine-driven enemy AI (patrolling, chasing, attacking) to establish dynamic combat logic.

Education:

Bachelor of Fine Arts in Digital Art and Animation

April 2026

DigiPen Institute of Technology