

# ANDREA SACCHI

www.mahatmandie.com

mahatmandie@gmail.com

(+34) 606 26 63 21

*Specialised in 3D modeling, texturing and concept art.  
Worked as main or lead artist in 10+ game/tech projects,  
with teams from 3 to 30 people, on-site and remotely.*

mahatmandie:



## LANGUAGES

Spanish | Italian | Catalan | English  
native | bilingual | native | professional proficiency

## STUDIES

**MASTER'S DEGREE: VIDEOGAME DESIGN AND 3D ART**  
2016-2017 | CICE - MADRID

**SUMMER COURSE: MOTION GRAPHICS-AFTER EFFECTS**  
2016 | CICE - MADRID

**SUMMER COURSE: CONCEPT ART LAB**  
2016 | ANOMALIA - CZECH REPUBLIC

**H.N.C: VIDEOGAME DESIGN & VIRTUAL ENVIRONMENTS**  
2012-2014 | EMAID - VILANOVA I LA G.  
Specialization : *Concept Art. 3D Modeling.*

**G.C.E.: HUMANITIES | 2010-2012 | IES PONS D'ICART/IOC**

## TOOLS

### Game Engines

- Unreal Engine, Unity and Cocos2Dx.

### 2D graphic tools

- Photoshop, Illustrator, AfterEffects,  
Premiere, InDesign.

### 3D graphic tools

- 3Ds Max, Zbrush, Substance Painter,  
Mudbox, Marmoset, Keyshot, Blender.

### Version Control

- SourceTree, Perforce, Git.



## EXPERIENCE

### DEVELOPER

**ADN Play Films**

*June 2018- currently*

### CONTENT DESIGNER

**Telefónica**

*December 2017 - May 2018*

### ART DIRECTOR

**Tahutahu Studios**

*November 2016 - currently*

Co-founder, artist and Unreal developer.  
Project and team management.

### GAME ARTIST

**Youngtek Solutions.**

*February 2016 - May 2017*

3D environment modeling and UI design  
for VR apps and testing and training software  
for autonomous vehicles and drones.

### FREELANCE ARTIST/DESIGNER

*May 2015 - currently*

UI design, branding, illustration, 2D/3D game art,  
illustration (traditional/digital) for several clients.

### GAME ARTIST

**Manduka Games.**

*September 2014 - May 2015*

2D/3D art for mobile games made with Cocos2Dx.

## VOLUNTEERING

**FemDevs**

*National meetups organiser. Interviews.*

*February 2017 - currently*

**Presura**

*Interviews in English of game artists and developers.*

*June 2017 - currently*

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*I've spoken in different events about character design,  
3D art, business sustainability and diversity.  
Investigating the effects of visual misrepresentation in games  
and audiovisual language as a tool outside of the western norm..*

mahatmandie:



## INTERVIEWS AND MEDIA

**Las ayudas al videojuego récord al videojuego se fijan en cinco millones de euros**

*Angel Luis Sucasas, El País, 2018*

**El videojuego también se resiste a la igualdad de género**

*Marta Montejo, La Vanguardia, 2018*

**Este también es mi sitio**

*Isabel Valdés and Andrea Comas, El País, 2018*

**Femme new media cause for 'Palpitations'**

*KT Hawbaker, Chicago Tribune, 2018*

**Making it in Unreal: how Plato meets puzzles in Idearum**

*Jeremy Peel, PCGamesN, 2018*

**Women in video game development in 2017: a snapshot**

*Lucy O'Brien, IGN, 2017*

**Amber Case, Code Motion e IndieMad**

*ZoomNet, Radio Televisión Española, 2017*

**El Paraíso de l@s gamers**

*Gema Nieto, Pikara Magazine, 2017*

**Entrevista a Andrea Sacchi, de Tahutahu Studios**

*Stelladia, La Nave Sonda, 2017*

**El camino de la industria del videojuego en España II**

*Juan Manuel Moreno, Nivel Oculito, 2016*

**"Mujeres + Videojuegos" documentary**

*by Marna Amores with ENTI BCN, 2015*

## SPEAKING EXPERIENCE

**VIDEOJUEGOS FUERA DE COBERTURA**

*Fundación Telefónica, Pantalla de Inicio.  
2018*

**3D ART MASTERCLASS, mentor**

*Adalab.  
2018*

**CHARACTER CONSTRUCTION IN GAMES**

*Gente Dando Charlas, Neomudéjar.  
2017*

**THE MISTERY OF FEMINITY**

*Retro GamingLadies, Madrid Gaming Experience.  
2017*

**ESCÚCHAME UN MOMENTO, mentor**

*Mentor program, ESNE.  
2017*

**ACHIEVEMENT UNLOCKED: BEING A WOMAN IN GAMES**

*Gender & Pop Culture Awareness Sessions,  
Autonomous University of Madrid by UAMEntiende.  
2017*

**PRESENTATION "MUJERES+VIDEOJUEGOS"**

*Gender and Games Awareness Sessions  
at Medialab-Prado by ARSGAMES  
2016*

**PRESENTATION "MUJERES+VIDEOJUEGOS"**

*Roundtable speaker, PAD Barcelona.  
2015*

**PRESENTATION "MUJERES+VIDEOJUEGOS"**

*Roundtable speaker, ENTI Barcelona.  
2015*