

ANDREW DAVIS

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Technical Skills:

- Proficient with Photoshop, Alias | WaveFront Maya, After Effects, Premiere, Dreamweaver, Word, Excel, Access, and Outlook. Experience on both PC and Mac systems.
- Some experience with 3D Studio Max, Director, Painter, HDRShop and Flash.
- Branding and advertising design: concept, preliminary thumbnails, sketches and final production.
- 3D Modeling/Animation: storyboarding from a script, creating quick low poly animatics, character turnarounds and modeling from those turnarounds, creating and animating blend shapes for lip-synching, creating texture maps, computer and stop motion character animation, digital compositing, and some experience creating environmental maps, HDR images, and shaders.
- Exceptional as part of a high energy team on a tight deadline as well as learning new software and programs quickly.

Experience:

Graphic Designer - Bungie Studios 2004-2006

Microsoft Corporation, Redmond, WA 98052

- Production staff on a major graphic novel. Coloring and refining of artwork created by other artists. Creating style guides for various artists consisting of images produced specifically for the project as well as organized pre-made images.
- Producing, gathering and organizing reference images and concept art to be used in promotional and style-guide materials, as reference for major movie production and special effects companies.
- Designing web graphics for a major game announcement and launch as well as maintaining and updating other portions of the website. Many projects demanded immediate turn-around for daily articles and updates.
- Taking screenshots (requiring working knowledge of the debug build and console commands) that meet employer's high standards for use in magazines, web articles, and art for retail SKUs.
- Designing packaging artwork for multiple series of promotional products utilizing screenshots as well as textures and lighting created in Photoshop.

Character Animator Intern - XVIVO January – March 2003

“Super Snoopers” children’s computer animated television show
XVIVO, Rocky Hill, CT 06067

Computer Coloring/Background Artist - The Devil’s Panties 2003-2004

Sunday online comic at: devils panties.keenspot.com and a published comic book.

Education:

Savannah College of Art and Design, Savannah, Georgia

Bachelors of Fine Arts – Computer Art/3D Animation, GPA 3.88 June 2002

Bachelors of Fine Arts – Illustration, GPA 3.91 June 2002

Graduated Magna cum Laude

Honors/Awards:

IGN.com Best of 2004 Awards- Most Innovative Design (Xbox): Bungie.net and the Halo 2 Stats system

Computer Animation “Scribbles” featured at the Savannah Film and Video Festival 2003

Artwork exhibited at the “Foundations Today: An International Student/Mentor Exhibition” 2003

The Department of Visual Art at Weber State University, Utah

References available upon request.