

W. Andrew Owen

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Github: <https://github.com/Andr3w0w3n>; IMDb: <https://www.imdb.com/name/nm9520536>

Work Experience

Visual Effects Artist; Graphics Assist; Post-Production Assistant, Warm Springs Productions

September 2017 to May 2019; June 2021 to Present

- Collaborated with a 4-person team to ensure multi-month project deliverables were completed efficiently with short deadlines for, 2 different shows as a visual effects artist, 7 different shows as graphic assist, and 16 shows as a post-production assistant.
- Took on the lead role in visual effects and graphics for a show. Implementing changes, developing the look and style, keeping workflows organized, collaborating with multiple departments and specialties, in addition to understanding the creative desires of showrunners.

Database Developer, University of Montana, Institute for Tourism and Recreation Research

September 2020 to May 2021

- Wrote API connections using PHP and transferred data (using JSON) into Microsoft SQL Server for Tableau use. Allowing for easier data interpretation and analysis in research projects.
- Worked with API developers to fully understand and implement server connections.

Software Developer, Montana Space Grant Consortium (NASA Funded)

May 2020 to August 2020

- Helped set up, modify, and maintain existing seismic software (SeisComP3) for research use.
- Developed strategies for rectifying mistakes and partial project failure.

Education

B.S. Computer Science, Minor in Media Arts, *Cum Laude*

University of Montana

August 2017 to May 2021

- Developed an understanding of coding languages including Python, C#, C++, MySQL, Java, and PHP.
- Become proficient in Linux terminal navigation and development use.
- Learned crucial aspects and methods of development like Agile through courses such as: Software Science; Design & Analysis of Algorithms; Database Design and Software Design/Development.

Projects

Nuke Render Queue (BNRQ) | *Python 2.7; PySide; PyInstaller; Foundry Nuke 13.2v5*

April 2023 to Present; <https://github.com/Andr3w0w3n/BNRQ>

- Developed an external application to render mass amounts of Nuke scripts without the need for constant user presence. Automating a simple task, thus allowing more time for other tasks held by myself and colleagues.
- Generated and maintained documentation of the project both inside and outside of code. Including versioning through github's tag system.

Limit (Limit_v2.0) | *Unity 2019-2021.1.12; C#; Microsoft Visual Studio; Adobe After Effects 2020*

April 2019 to November 2021; https://github.com/Andr3w0w3n/Limit_v2.0

- Designed/Developed a game from scratch using Unity.
- Presented *Limit* at University of Montana's 2019 Media Arts Expo to showcase work to University President and fellow peers.