

Andrew R. Knotts

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Portfolio: andrewrknotts.com | **GitHub:** <https://github.com/AndrewKnotts>

EDUCATION

University of North Carolina at Chapel Hill

Chapel Hill, NC

Bachelor of Arts in Computer Science and Studio Art | GPA 3.8

August 2020 - May 2024

Relevant Coursework: 3D Animation, Modern Web Programming, Introduction to Machine Learning, Algorithms, Data Structures, Systems Fundamentals, Foundations of Programming, 3D Design Studio, UI Design.

Honors: Graduated with Distinction, Dean's List, Phi Beta Kappa Inductee (National Academic Honor Society)

Seoul National University (Study Abroad) – Seoul, South Korea

Spring 2023

- Studied UI Design, Web Development, Korean Language, and Fine Art

RELEVANT SKILLS

- **Programming Languages:** Java, C, Python, JavaScript, C#, HTML, CSS, React, GML
- **Design tools:** Photoshop, After Effects, Illustrator, Figma, Blender, Unity, GameMaker, Maya
- **Other Skills:** Motion design, data visualizations, UI/UX design, prototyping, animation, responsive design, Git

RELEVANT EXPERIENCE

Uthrive

New York, NY

UX/UI Intern (Remote)

May 2022 - August 2022

- Uthrive is a startup developing an app used for identifying the best credit card to use for purchases
- Crafted UI and layout for new “Best Card” feature for the Uthrive App used by over 10,000 users
- Redesigned and added intuitive graph's and lists to track transactions to Uthrive App home page
- Planned the navigation and UI for new browser extension

App Team Carolina

August 2022 - May 2024

Startup Production Team

- Collaborated with a startup team of 12 students to develop and launch a budgeting app called “Centible”
- Developed with Swift and Figma on a team of three to design and develop frontend
- Produced animations for the app onboarding and marketing materials

Video Game Development

January 2024 - Present

Independent Project

- Designed, coded, and created all art, animations, and music for an original puzzle game using GameMaker Studio 2
- Developed complex mechanics and dialogue trees, managing the entire lifecycle from concept to deployment
- Published the game on itch.io, with plans to continue development

Freelance Graphic Designer/Artist

May 2017 - Present

- Accepted over 50 commissions for fine art and logo making from clubs at UNC and patrons
- Employed programs such as Figma, Photoshop, Illustrator, and Blender
- Commissioned across the Southeast for custom paintings and artwork

LEADERSHIP AND INVOLVMENT

Kappa Theta Pi (Professional Tech Fraternity)

July 2022 - May 2024

Social Media & Marketing Chair

- Created graphics for social media page and designed five shirts for over 50 fraternity members
- Participated in career workshops and community service events
- Conducted workshops for using Figma and other design tools

ID Tech Camps

Campbell, CA

Online Instructor

May 2021 - August 2021

- ID Tech is a summer camp educating children about computer technology
- Facilitated weekly online classes teaching programming concepts and game design
- Constructed lesson plans and a class schedule for groups of 5-8 students aged 7-14