ANDREW BANGEL
CHARACTER ANIMATOR

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Work Experience:

July 2012 - Present | KIXEYE, Senior Quality Assurance Analyst
- Quality test current and upcoming builds for the team's live project
- Design test documents for new features being released into the game
- Provide constructive feedback on new events and releases, while giving suggestions for changes in difficulty and design

August – October 2014 | Student of Animation Collaborative
- Took evening classes with Animation Collaborative in their Intermediate animation course
- Animated various character rigs with an emphasis on body mechanics

July 2011 | Instructor, Game Development for High School Students, Dr. Carlos Morales
- Designed curriculum for game development course in summer camp for high school students
- Instructor for game development course

2009 and 2010 (May – August) | Digital Radiance, Digital Artist, Intern
- Worked as part of a team to model and animate various assets for company use
- Creation of environments using Unity and 3D modeling software, as well as reiteration of assets already in production
- Modeled and animated character rigs using Maya and 3ds Max

Projects:

2012 - 2014 | Battle Pirates
- Retrofit Lab – 3D Model, Texture and Render
- Warehouse, level 12 Upgrade – 3D Model, Texture and Render

2014 | TOME
- Stand-In Character (Stubby) – Animation cycles for run, attacks and various actions

Technical Skills:

Programs: Maya, 3DS Max, Unity, ZBrush, Adobe CS (Photoshop, Illustrator, and After Effects)
OS: Linux, Windows, Mac
Languages: C++, Python, Javascript

Education:

Purdue University | West Lafayette, Indiana
- **Graduation Date:** May 2011
- **Bachelor of Science Degree in Computer Graphics Technology**
- **Concentration:** Character Animation

Activities and Awards:

Fall 2011 | Senior Design Capstone Course
- Best Paper and Best Product