

Andriana Agrusa

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Website: <https://andrianaagrusa.github.io/>

EDUCATION

Chapman University

B.S. Computer Science

May 2023

Minor in Visual Effects

- GPA: 3.5
- Relevant Coursework: Unreal Engine for Filmmakers, Previsualization for Motion Pictures, Visual Programming, 3D Computer Graphics (3D Math and Intro to Animation), Visual Effects Production and Workflow, iOS App Development, Data Structures

TECHNICAL SKILLS

Software: Unreal Engine 4 and 5, Maya, Adobe After Effects, Adobe Premiere Pro, Nuke, Unity, ZBrush, Adobe Photoshop, Docker, GitHub, OpenGL, Microsoft Office

Programming Languages: Python, C++, C#, Java, SQL, Swift

WORK EXPERIENCE

Resilience Inc.

June 2022 – September 2022

VR Game Developer - Internship

- Contributed to the development of cutscenes for a children's VR game in Unity
- Conducted research on 2 cutscene methods for smooth and comfortable implementation of cutscenes in VR
- Learned Unity Timeline to test and optimize cutscene methods for improved user experience
- Summarized research findings in a cohesive report to deliver to the team for future implementation

OTHER EXPERIENCE

Virtual Production and Real-Time in Unreal Engine (see real-time showreel on my website)

February 2022 – May 2023

Previz Artist - Personal and Class Work

- Created 8 animated shorts and previz sequences from storyboards using Unreal Engine Sequencer
- Animated cameras, characters, and props to tell cohesive stories and incorporated cinematic language
- Applied motion capture data and set up IK Retargeter for Metahuman
- Established an import/export workflow between Maya and Unreal to prep 3D assets
- Set up Niagara Systems for a fireworks simulation

"Homeland" – 15 min film (excerpts in compositing/VFX showreel on my website)

October 2022 – March 2023

Lead VFX Artist

- Responsible for on-set VFX supervision and post-production VFX work for a senior thesis film
- Delivered 19 VFX shots involving compositing, particle effects, glow, tracking, and color correction
- Generated particles with Trapcode Particular and wrote keyframe expressions for precise movements
- Assembled a magical flower glow effect with Saber and Optical Glow
- Set VFX team deadlines and goals, escalated issues effectively, and developed mitigation strategies to maintain the project timeline

VFX and Video Editing (see "Content Creation" section on my website)

April 2015 – September 2019

Digital Content Creator

- Created about 400 video edits using After Effects, each around 15-60 seconds long, to share publicly on social media
- Self-learned techniques such as compositing, motion, rotoscoping, masking, color correction, and particle systems to transform digital media and form short stories
- Developed a posting schedule and adapted to fast-changing trends to grow a platform