

# Andriana Agrusa

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

## EDUCATION

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### Chapman University

May 2023

B.S. Computer Science, Minor in Visual Effects

## RELEVANT EXPERIENCE

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### 2nd Assistant Camera

March 2024

*"Someone You Love" - Music Video*

- Worked with the cinematography department on a 2-day shoot for a music video
- Assisted with camera rig setup, changed lenses, batteries, and ND filters, and slated
- Reported to the DP and always ready with an extra set of hands

### Lead VFX Artist

October 2022 - March 2023

*"Homeland" - Short Film*

- Responsible for on-set VFX supervision and post-production VFX work
- Delivered 19 VFX shots involving compositing, particle effects, glow, tracking, and color correction
- Set VFX-team deadlines and goals, escalated issues effectively, and developed strategies to maintain the project timeline

### Digital Content Creator

April 2015 - September 2019

- Created about 400 short-form videos with After Effects to share on Instagram
- Self learned techniques such as compositing, rotoscoping, color grading, and particle systems
- Developed a posting schedule and adapted to fast-changing trends to grow a platform to 96k followers

## WORK EXPERIENCE

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### Web Designer

November 2023 - Present

*AirEye*

- Redesigned and modernized 7 web pages
- Self-learned Wordpress and Elementor to build a new and improved website
- Established a workflow to maintain existing website SEO scores

### VR Game Development Intern

June 2022 - September 2022

*Resilience, Inc.*

- Conducted research on 2 cutscene methods for a children's VR game in Unity
- Learned Unity Timeline to test cutscenes and optimize user experience
- Delivered research findings to the team in a cohesive report

## SKILLS

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**Software:** Adobe Premiere Pro, Adobe After Effects, Adobe Photoshop, Unreal Engine 4 and 5

**Other:** Motion Design, Editing, Photography, Videography, Programming