

Andrew Pettit

3D Environment Artist

(951) 410 - 1373

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EDUCATION

Apr 2022 (expected)

Brigham Young University

Provo UT

B.F.A. Major **Animation**, Minor **Computer Science**

EXPERIENCE

Nov 2020 – **Current**

Cenote (BYU 2022 Senior Film) | **Producer, VFX Artist, Shader**

BYU Center for Animation, Provo UT

- Train and oversee students in *Shotgun Studios* to coordinate and schedule film completion
- Responsible for water VFX, environment and character shaders

Stowaway (BYU 2021 Senior Film) | **Environment Modeler & Shader**

Feb 2020

-- Dec 2020

BYU Center for Animation, Provo UT

- Responsible for modeling and shading set pieces through director's vision
- Prepped film assets for later film production

Virtual Scriptures | **3D Environment Artist**

Dec

2020 – **Current**

BYU Religion Department, Provo UT

- Responsible for modeling, shading, and set dressing ancient religious scripture locations
- Coordinate with professors to create the closest reaction of ancient locations

BYUtv | **Motion Graphics & Compositing Artist**

Dec 2019 – Dec

2020

BYUtv, Provo UT

- Worked on a team developing motion graphics on BYUtv Intellectual Properties for broadcasting
- Scheduled and reported work through *Shotgun Studios*

SKILLS

2D Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Procreate

3D Maya, Zbrush, Houdini, Substance Painter, Renderman, Arnold, Nuke

Code C++, Python, VEX, MEL

OS Linux, Mac, Windows

Language English, Japanese

VOLUNTEER The Church of Jesus Christ of Latter-Day Saints Fukuoka, Japan

Nov 2014

– Nov 2016

Full Time Missionary Volunteer

- Presided over 200 international volunteer missionaries
- Counseled individuals on personal goal making and achievement