**Andrew Pettit**  (951) 410 - 1373

3D Environment Artist andrewp2010@gmail.com

EDUCATION **Brigham Young University** Provo UT Apr 2022 (expected)

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

EXPERIENCE **Cenote** (BYU 2022 Senior Film) **| Producer, VFX Artist, Shader** Nov 2020 – **Current**

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