



ANDY LAO

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PORTFOLIO: WWW.ANDYLAO.COM

SKILLSET

Adobe: Photoshop, InDesign, Illustrator, Premiere
Microsoft: Word, Excel, Powerpoint
CAD/Modeling: Maya, MODO, NX, Zbrush, Blender
Programming: Python, HTML & CSS

EDUCATION

Rensselaer Polytechnic Institute, Troy, NY
Expected Graduation: May 2018

Dual major

B.S in Electronic Media, Arts, and Communication
Concentration in Digital Storytelling
B.S in Mechanical Engineering

Honors: Rensselaer Leadership Award | Dean's List

GPA: 3.47/4 | Credits: 122

Trinity School, New York, NY | Class of 2013

LEADERSHIP

Leadership Educators Advising Peers (LEAP) Program | RPI | *Spring 2016 - Present*

- Hold and facilitate workshops for fellow students and student organizations to work on team dynamics
- Trained in leading groups of students through exercises, managing large groups of people with various backgrounds and needs, current teaching and learning theory, conflict management and facilitation techniques, team development theory and techniques.

Professional Leadership Program | RPI | *Fall 2016 - Present*

- Develop skills in assessing one's professional strengths and interests, and engaging and motivating others.

INVOLVEMENT

- RPI Communication & Media Outreach | *Spring 2016*
- Motif, RPI's Design Club, Treasurer | *Spring 2016*
- Pixar's Character & Story Masterclass, Participant | *Summer 2015*

EXPERIENCE

Lead Concept Artist | Digital Blackfriars | RPI:
Undergraduate Research Project | *Spring 2016 - Present*
- Designed the logo for the project
- Provided concept art for the 4pt - perspective panorama of Blackfriars, London during the 1500s based on archaeological information and play scripts.
- Providing concept art for the interface of the project webpage and the augmented reality mobile app.

Character Artist & Animator | Rival Quest | RPI | *Spring 2016*

- Commissioned as a character artist and animator for a game titled "Rival Quest" for RPI's Game Development II class.
- Designed, developed, and animated 4 distinct characters and their interactions

Lead UI/UX Designer | Splitscreen | RPI Center for Open Source Software | *Fall 2015 - Spring 2016*
- Designed the interface of the application and the project logo

Simulation Developer | Biomimicry and Anatomy | RPI:
Undergraduate Research Project | *Fall 2015 - Spring 2016*
- Published 3 web simulations tailored to help students learn basic human anatomy
- Researched biomimicry and its connection to current technologies

Project Leader | Columbia University: Engineering and Community Service | *Summer 2013*

- Led a team of students in designing a water filtration system
- Followed typical pipeline of generating concepts, modeling and simulation, and prototyping.
- Gave formal presentations

COURSEWORK

Electronic Media, Arts, and Communication:

Intro to Visual Communication | Digital Filmmaking |
Fundamentals of Animation | Animation I | Art History |
Media Studio: Imaging | Perspectives on Photography |
Intermediate Digital Imaging (F'16) |
Intro to Communication Theory (F'16)

Mechanical Engineering:

Intro to Engineering Design | Engineering Processes
| Strength of Materials | Material Science | Embedded
Control | Engineering Dynamics | Thermodynamics | Fluid
Mechanics | Heat Transfer | Modeling and Control of
Dynamic Systems | Mechanisms |
Electronic Instrumentation | Elements of Mechanical Design
(F'16) | Mechanical Systems Lab (F'16) |
Heating, Ventilation, and AC (F'16)