

# ANDREW B. BROWN

[penguinsmogie.github.io](http://penguinsmogie.github.io)

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## EXPERIENCE

### **FedEx Office**

Norfolk, VA

*Lead Coordinator, April, 2013 – Present*

- In charge of all production aspects, including managing up to fifteen projects and prioritizing and dividing labor amongst other employees to ensure proper deadlines and quality assurance
- Consulted with customers on completing projects, offering services such as document creation and alteration, graphic design and labor, leveraging completion time and cost against multiple outsourcing options
- Referred to by co-workers for technical help with computers for both software and hardware issues

### **Eternity / Ziphtech**

Libertyville, IL

*3D Artist/Designer, August, 2012 – April 2014 (accumulating to roughly 1 year)*

- Main 3D designer, in charge of asset creation, art direction, and integration to codebase
- Managed all artwork and referred with other designers to make sure all aspects of game were on concept
- Worked with programmers, 3D artists, 2D artists, designers, writers, and musicians towards creating a cohesive product, both in person and long distance

### **Mouse Artist**

Vienna, VA

*Videographer, June, 2011 – January, 2012*

- Worked with clients to create 2D and 3D videos specifically catered to their needs, creating and editing source material to create a finished product
- Was promoted from intern level to a supervisor position and placed in charge of interviewing, hiring, and managing college interns on multiple projects

### **Inter Technologies Corporation**

Annandale, VA

*Audio Visual Technician, June, 2010 – August, 2010, May, 2011 – June, 2011*

- Installed speakers, televisions, touch panels, and created and laid cables, including fiber optic and LAN
- Worked with Northern Virginia Community College (six campuses), George Mason University, and the Defense Intelligence Agency
- Frequently used tools such as a soldering iron and drill
- Worked alone or together with up to 6 fellow technicians at a time.

## SKILLS

*Proficient with:*

- 3ds Max, Blender, Maya 3D
- HTML, Javascript
- Adobe Photoshop
- Pen tablets

*Familiar with:*

- CSS, jQuery
- Modular Development, Version Control, GitHub
- Adobe After-Effects, Adobe Premiere, Adobe Illustrator, Adobe Dreamweaver
- Unity, Unreal Development Kit
- Microsoft Office

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## EDUCATION

### George Mason University

Fairfax, VA

*Bachelors of Fine Arts, New Media concentration, December, 2012*

- 3.4 G.P.A
- 3D Video shown in Senior Art Show, December, 2012

### Northern Virginia Community College

Annandale, VA

*Associates of Applied Arts, June 2010*

- 3.9 G.P.A., Summa Cum Laude
- Third Place award for Sculpture in Student Art Show, April, 2009
- Sculpture published in *Calliope*, Student Journal, Spring, 2009
- Phi Theta Kappa Member (honorary academic society), 2008-2010