

ANDREW B. BROWN

penguinsmogie.github.io

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703-229-3476

EXPERIENCE

FedEx Office

Norfolk, VA

Lead Coordinator, April, 2013 – October, 2015

- 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
- Created, manipulated, and maintained client websites using content creation software such as Wordpress and Drupal, and managed a team of three through content generation of websites.
- 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