

# ANDREW B. BROWN

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

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## EXPERIENCE

### FedEx Office

Norfolk, VA

*Lead Production Coordinator, April, 2013 – Present*

- In charge of all production aspects, including managing up to fifteen print jobs and prioritizing and dividing labor amongst other employees to ensure proper deadlines and quality assurance
- Consult with customers on completing projects, offering services such as document creation and alteration, graphic design and labor, printing, mounting, laminating, cutting, binding, and drilling
- 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 artist, in charge of asset creation, art direction, and integration aspects
- 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
- Was promoted from intern level to a supervisor position and placed in charge of interviewing, hiring, and managing college interns

### 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.

### Blockbuster Inc

Fairfax, VA

*Customer Service Representative, June, 2009 – February, 2010*

- Manned cash register, priced, labeled, and restocked merchandise, conveyance and enforcement of company policies to customer, selling memberships and store promotional opportunities
- Assisted with liquidation of merchandise and store fixtures for store closing in one location

## SKILLS

*Proficient with:*

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

*Familiar with:*

- HTML, CSS, Javascript, jQuery, Github, Modular Development
- Unity, Unreal Development Kit, Adobe After-Effects, Adobe Premiere, Adobe Illustrator, Adobe Dreamweaver, 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

Fairfax, 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