

Andrew T. Robinson

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Objective: Seeking internship for a Character Modeling Position within the game industry.

Creative Skills: Sculpture, Human Anatomy, Figure Drawing, Painting, Airbrushing, Illustration, Design.

Technical Skills: 3D Studio Max, Zbrush, Photoshop, Illustrator, Modeling, Texturing, Normal Map Creation, Character/Vehicle Rigging, Unreal Editor, Shaders, Lighting, Animation.

Related Experience:

- 2005: Involved with asset creation and project management for UT2K4 mod “Apprehension”.
- 2004: Created environmental assets for Unreal 2004 Map “Decane Caldera”
- 2001: Created Shockwave 3D Interactive artwork game “Peter Principle Carousel”
- 2000: Created a adventure art “video” game, “Facetious Caduceus” with a team.

Work Experience:

- 11/05-12/05 **Temp Shipping/Receiving** Fireworks Studios Seattle, WA
-Receive and organize incoming Shipments.
-Unpackage, price, and ship to individual stores.
- 03/05-06/05 **Contract Sculptor** Sculpotech Studios Seattle, WA
-Sculpting Halo action figures, and mold making in plastics.
-Maintain cleanliness and organization of shop.
- 07/00-12/01 **Multimedia Lab Aid** U of A Multimedia Learning Lab Tucson, AZ
-Learned and then taught multimedia programs to faculty, staff, and students.
-Maintained/Troubleshoot/Upgraded hardware/software for 14 workstations.
-Managed clientèle admission and workshops.
-Created manuals of software for both instructor and student.

Volunteer Experience:

- 2005/2006 **Penny Arcade Expo** Seattle, WA
-Volunteer for Security/Customer Service in PC Freeplay/BYOC.
- 2006 **Kim Graham Studios** Seattle, WA
-Participated in creation of life size tree troll within a large team.
- 2003-Present **The Giving Tree** Seattle, WA
-Paint and airbrush details on wooden toys for Non-Profit Organization.
- 2002-Present **Webdesign/Webmaster** <http://www.igda.org/seattle> Seattle, WA
-Designed and update local IGDA site.

Education: May 2000: Bachelor of Fine Arts at The University of Arizona.
February 2005: 3D Certification from Seattle Central Community College.
2006: Anatomy courses at Gage Academy of Fine Art