

James Andreas
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Visit my website: www.caughtInA.net

OBJECTIVE

To obtain full-time employment as a *3D Generalist* in the Marketing / Advertising industry where I may utilize my education, experience and natural abilities to create mechanical simulations.

EDUCATION

Ferris State University, Grand Rapids, MI Projected Graduation: Dec 2009
Bachelor's of Applied Science Degree - Digital Animation and Game Design / GPA: 3.5
Completed Courses: Digital Simulation, Digital Sculpting, Vehicle / Structure modeling.

PROFESSIONAL DAGD EXPERIENCE

Ferris State University, Grand Rapids, MI Sept 2009-Current
Capstone Project (12 weeks)

- Developing the assets for the 2D game, Lil Boogie, to include: sound, graphics, game play, etc.
- Designing and asset creation
- Using online forum and in-person format for consulting, direction and feedback
- Developing a working prototype for the Xbox 360

Mark Kistler, Inc., Los Angeles, CA June-Dec 2008

Draw 3D Project, Internship (12 weeks)

- Created animation and specific segments of the project using After Effects, 3D Studio Max
- Rendered, videoed and conceptualized specific segments of the new season
- Used Photoshop software for texturing and Premiere/After Effects for editing
- Worked with 3D S Max for building parts for the Master's Gallery and introduction
- Ran the teleprompter and served as intermediary support

Midland Loons, Midland, MI Jan-May 2007

Junior Project (Ferris State University) (12 Weeks)

- Built a working recreation of a Wurltzer jukebox
- Worked on the internals: moving parts of the jukebox
- Delivered a video file, images to the company project manager to demonstrate functionality
- Developed two other projects during this time period to include: used blueprints to recreate a building,

TECHNOLOGY SKILLS

- Design: Unreal 3 Editor,
- Graphics: 3D Studio Max, Photoshop, Houdini, Zbrush, Mudbox, Maya
- Video Editing/Audio Edition: After Effects, Premiere, Soundbooth, Acid, Fruityloops, Ableton Live
- Web design: Adobe Dreamweaver & Flash, xHTML, CSS, PHP/mysql
- Architectural: AutoCAD
- Programming: C++, Java (basic), Visual Basic, Torque Game Builder, ActionScript 3, C#/XNA
- Microsoft Office (Word, Excel, PowerPoint, Access)

EXPERIENCE

J Squared Design, Grand Rapids, MI Jan-Aug 2009

Independent Programmer (Consultant work)

- Converted Photoshop documents into Wordpress templates
- Provided CSS based layout work

Ferris State University, Grand Rapids, MI

Web Programmer

May-Aug 2007

- Created the FSU-Grand Rapids and DAGD Websites
- Implemented FSU standards to align with other media presentations

Ferris State University, Grand Rapids, MI (Student Employment) May 2005-June 2008

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- Assisted students with software and technology questions
- Monitored student and computer issues/concerns
- Opened and closed the lab daily
- Assembled new computer and installed software in preparation for new academic years

RELEVANT INFORMATION

- Ferris State University – 24 hour Modeling Competitions (Participant)
First Place Winner 2005
- Cassel Team Parents, Muskegon, MI - Designed, coded and implement website 2009
- Independent Game Developers Association, Club of FSU Grand Rapids,
– Served as Vice President 2006
-Developed and maintained website: www.flyingbulldoggames.com 2006

References Available Upon Request