

## **Andrew Gerard**

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### **Summary**

Versatile game artist with three years of professional experience and familiar with all game art disciplines. Technically inclined and team-oriented, communicates well with programmers and designers and contribute to cohesive team performance. Reliable and resourceful; always meeting and exceeding set goals and continually seeking paths towards smarter and faster development.

### **Skills**

Animation, Rigging, Scripting, Modeling, Unwrapping, Texturing, Particles Effects, Documentation, Training, Video Editing, Web Development

### **Software**

Maya (MEL Script), 3D Studio Max, Photoshop, ZBrush, Deep Paint, After Effects, Flash, Illustrator

### **Experience**

<b>Senior/Lead Artist</b>	06/2004 – Present
<b>Character Artist/Animator</b>	01/2004
<b>Interface Artist</b>	02/2003

Tulga Games (Artifact Entertainment), Mesa, AZ

- Production and Post-Production of MMORPG *Horizons: Empire of Istaria* (released 12/2003)
- Began as the Interface Artist then earned a Character Artist and Animator position and currently serve as Senior/Lead Artist with responsibilities in all art development aspects.
- Animates characters of wide varieties of body and motion types, building personality into their movements to create much more memorable characters.
- Rigs characters and provides flexible and intuitive control schemes to allow creative animations to more easily be achieved.
- Scripts MEL procedures to enhance and accelerate rigging and animating, contributing to the quicker development of characters and animation sequences.
- Models and textures organic and inorganic characters and objects; adheres to established art styles, resulting in more cohesive sets of art assets.
- Writes documentation and tutorials and trains other team members on art development processes, empowering them to be more productive sooner.
- Acts as liaison between creative and technical teams to resolve technical issues and to identify better solutions for implementing new game additions and features.
- Works with designers to balance design goals with technical limitations and development constraints and to set priorities for more accurate development schedules.
- Designed the game's graphical user interface and collaborated with interface programmer to create a very usable and intuitive interface celebrated by players.
- Established visual styles for interface icons and single-handedly made hundreds of unique graphics and tints resulting in thousands of unique icon combinations.
- Composed multiple video trailers for a marketing campaign advertising core game features.

**Web Site Developer** 09/1999 – Present  
Freelance Web Development, Mesa, AZ

- Communicates with clients to determine goals and needs for best presenting their businesses and information on their web site.
- Maintains client relationships, making web site additions and adjustments to their satisfaction.
- Organizes site information and designs and develops front-end artwork and interface layouts for more user-friendly web sites.
- Develops dynamic web sites using HTML, CSS, PHP, Javascript, Flash, and MySQL databases while ensuring cross-browser compatibilities.

**Customer Service Representative** 07/2000 – 10/2000  
Affinitas, Tempe, AZ

- Resolved billing issues for Cox Communications customers over the phone.

**Internet Help Desk Technician** 01/1999 – 08/1999  
Pioneer Communications, Ulysses, KS

- Troubleshooted and assisted customers in resolution of internet connection difficulties.

### **Extended Experience**

- Adjunct Instructor at Collins College, Tempe, AZ
- Academic Advisory Board for Collins College
- Academic Advisory Board for The Art Institute of Phoenix
- MEL Workshop for The Art Institute of Phoenix
- Student Question/Answer Panels for Collins College
- Student artwork featured on Collins College TV commercials and magazine ads
- Biography and artwork featured in The Game Artist's Guide To Maya by Michael McKinley

### **Education**

**B.A., Computer Animation** 01/2003  
Collins College, Tempe, AZ

- Honors for Writing/Composition

**A.A., Visual Communications** 12/2001  
Collins College, Tempe, AZ

- Honors for Grade Point Average

**High School Diploma** 06/2000  
Ulysses High School, Ulysses, KS