

ANDREW PALFENIER

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OBJECTIVE

To secure an entry-level position as an animator in the video game industry.

WORK EXPERIENCE

ArenaNet

Environment Artist Intern

- Responsibilities include modeling and texturing props for game environments on AAA title for a Next-Gen MMORPG. Working for an art director in a team environment.
- Experience with proprietary map editing software and custom Maya plug-ins.

Bellevue, WA

October 2008 – Present

Digipen Institute of Technology

Summer Workshop 3D Animation Instructor

- Taught 3D animation workshops for high school students. Refined the curriculum and developed presentations and exercises for students in a hands on learning environment. Students learned traditional animation principles and 3dsmax software to create animated short films.

Redmond, WA

Summer 2007 and 2008

SOFTWARE PROFICIENCY

3dsmax (4 years): Modeling, Texturing, Lighting, Rendering, Rigging, Animation

Maya (3 years): Modeling, Texturing, Lighting, Animation

Autodesk Combustion (1 year): Digital Post Effects

Adobe Photoshop (7 years): Painting, Texturing, Photo-manipulation

Adobe Premiere (2 years): Video Editing, Effects

Adobe After Effects (2 years): Animatics, Animation, Post Effects, Compositing

Adobe Flash (1 year): Vector Animation, Website Design

EDUCATION

Digipen Institute of Technology

Bachelor of Fine Arts, Production Animation

- Currently a senior in the Bachelor of Fine Arts program. Expected graduation is May 2009
- Studies Include: Traditional figure drawing, 2D Animation, Digital 2D Painting and Design, Cinematography, Editing, 3D Animation, Modeling, Texturing, Lighting, Rendering, Digital Post Production, and implementation of art assets into a game engine.

Redmond, WA