

Andrew Beattie

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Experience

Valley Publishing, Saginaw, MI (2009-10)

At Valley Publishing I am in charge of designing ads for three newspapers, as well as compositing pages for print.

Renowned Media, Midland, MI (2008-09)

I was responsible for creating dynamic flash animations and designing various corporate branding materials, such as logos and business cards. I was also tasked to create websites and ads.

Stratogon Games, Plantation, FL (2007)

I have done Quality Assurance work and flash animations for Stratogon. The games I tested were of the puzzle and action arcade variety.

Dangerous Games, Detroit, MI (2006)

At Dangerous games I was in charge of creating game docs and conveying game concepts to the development team. I also did web design and graphic design for marketing. On occasion I helped with texturing and animation of 3d models.

Beyond Digital Studios, Detroit, MI (2005-06)

At Beyond Digital Studios I did web design and graphic design for marketing. I also participated in cutting together trailers and doing digital animation for upcoming projects.

Hick's Photography Studio, Midland, MI (2004-05)

While at Hick's I was in charge of photo manipulations, compositing, and clean up. I was also in charge of file organization and presentation of the product to the customer.

Bradford Studio, Bay City, MI (2000-02)

While at Bradford I was in charge of photo manipulations, compositing, and clean up.

Education

College for Creative Studies, Detroit, BFA in Digital Media and Animation

Software Skills

Maya (7 years), Photoshop (11 years), 3D Studio Max (1 year), Final Cut Pro (3 years), Motion Builder (1 year), After Effects (6 years), Flash (8 years), Unreal Engine (3 years), Source Engine (2 years), Microsoft Office (12 years)

Interests

- Video Game Buff
- Piano and Musical Arrangement

References available upon request