

# Andrew Beattie

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## Experience

*Detroit Labs, Detroit, MI (2011 - Present)*

At Detroit Labs, I am in charge of delivering wireframes and design comps to clients, organizing asset pipelines for the development team, as well as technical art and UI for Android apps.

*Valley Publishing, Saginaw, MI (2009 - 11)*

While at Valley Publishing I designed ads for three newspapers, as well as compositing pages for print.

*Renowned Media, Midland, MI (2008 - 09)*

I was responsible for creating flash animations and designing various corporate branding materials for clients, 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, graphic design for marketing, as well as texture maps and 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 the gameplay design concepts, 3d modeling assets and texture work.

*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, Photoshop, 3D Studio Max, Motion Builder, Unity, After Effects, Flash, Unreal Engine, Source Engine, Java, C#, UnityScript

*References available upon request*