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ANDY WIESBROCK
3D CHARACTER ANIMATOR
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Goal:

To succeed as a 3D Character Animator in the video game industry.

Education:

The Illinois Institute of Art - Chicago; Chicago, IL
Bachelor of Fine Arts, Game Art & Design

Sept. 2008

Technical Skills;

Maya, Adobe Photoshop, Adobe AfterEffects, Adobe Premiere, Adobe Illustrator, 3D Studio Max, Zbrush, Unreal Tournament 3 Game Engine (Kismet)

Related Skills and Experience:

Forever Interactive; Chicago, IL

Apr. 2009 - Present

Character Animator - Aeon of Entropy

- Completed base animations for all several main characters in the game, as well as organize and direct the team's motion capture sessions

Dawn of Evil game prototype; Prototype Class

Jan. - Mar. 2008

Lead Animator

- Worked closely with team to produce custom animations to use in-game, built the game's trailer footage that was shown in the F.A.M.E. Show

Hostile Takeover game prototype; Prototyping Class

Jan. - Mar. 2008

Level Designer/Scriptwriter

- Designed complete game walkthrough, scripted all dialogue events that took place
- Worked in Kismet to design levels and puzzles within the game

Asylum game prototype; Advanced Prototyping Class

Apr. - Jun. 2008

Lead Game Design

- Responsible for designing all creative aspects of the game, directing both the art and technical teams, laid out level and puzzle designs on paper

Work Experience:

Japonais Restaurant; Chicago, IL

Oct. 2007 - Present

Reservationist

- Answer phones at a high-volume, 3-star restaurant both taking reservations and directing calls to proper managers, maintain customer database, provide support for office manager, maintain a reservations grid that enables smooth flow and short waits for guests, assist in making event reservations for New Year's Eve and Valentine's Day

References Available Upon Request