

ANDREW WONG

3D MODELER AND CG ARTIST

OBJECTIVE

I am a digital artist looking to work with a talented team in the creative industry and produce art and designs for games, cinema/television, or advertising as a 3D modeler or a position similar to.

I would like to continue expanding upon the skills I already have with each future project in the constantly evolving world of CGI.

WORK EXPERIENCE

- 2004- Present
Irvine
- In-N-Out Burger**
Level 7 Associate; Management Candidate
- o Assisted in restaurant management and training
 - o Relieved management for meetings
 - o Excelled in fast-paced and high volume work environment
 - o Maintained full-time status through two bachelor's degrees
- 2009- 2010
Irvine
- Fast Signs**
Graphic Designer
- o Managed large format printer
 - o Focused on small-business branding and signage
- 2009- Present
Irvine
- Freelance with In-N-Out Burger**
Design Consultant- Proprietary corporate software
Graphic Design- Proprietary corporate/restaurant software
Illustration- Company training material

SKILLS

3D Modeling/Sculpting	Illustration	Motion Graphics
Lighting/Rendering	Graphic Design	Compositing
3D Animation	Concept	2D Animation

CONTACT INFORMATION

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EDUCATION

2012- 2015
Art Institutes of California,
Orange Country
Bachelor of Science in
Media Arts and Animation

2003- 2007
University of California, Irvine
Bachelor of Arts in Studio Art

SOFTWARE

Photoshop
Illustrator
After Effects
Premiere
Audition
Flash
Maya
3DS Max
Zbrush
Nuke
Cinema 4D
ToonBoom