

Andrew Yates

Huntington Beach, CA

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Professional Profile:

Four plus years experienced 2D artist with competent knowledge in concept design fundamentals, and implementation of 2D assets in animation, game design, and motion graphics. Extremely self motivated, good at working in a team atmosphere, and passionate about bringing story/game concepts to life.

Education:

The Art Institute of California – Orange County September 2013
Bachelor of Science in Media Arts & Animation

Program Proficiencies:

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere
- Adobe Flash
- Unity 3D
- Gamesalad/Stencyl
- Adobe InDesign
- Autodesk Maya
- Autodesk 3DS Max
- Pixologic ZBrush

Practical Skills:

- 2D art
- Game Design
- Animation
- Character Design
- Concept Design
- Story Crafting
- Motion Graphics
- 3D Modeling
- Rigging

Project Experience:

“Dark Way Down”- Android App Jan 2013- Present
Freelance Artist

- Created artwork and illustration for 2d game

Freelance Experience

Nerdorgeek.com- March 2012-Present

- Online columnist covering comics, games and popular media

George Had a Hat Radio Program- June 2008-Present

- Promotional artwork/graphic design

DUB Comics- October 2006-Present

- Promotional artwork/Character design
- Story/Art for convention exclusive publications, “Joke’s On You” and “Blind Date”

Work Experience:

Costa Mesa Florist Dec 2000-March 2009

Driver/Shop Assistant

- Customer Service Representative
- Processing and Delivery of daily orders
- Company Representative and Processer of weekly accounts.