



AndrewDillCG.com
AndrewTDill2@gmail.com
linkedin.com/in/andrew-dill

CG Creation, Lighting, & Rendering

Preamble

I am a digital artist, with several years of industry work experience. I specialize working with 3DCG, but am also comfortable in various related digital art & design programs.

Software Knowledge

Blender	Houdini
Cinema 4D	Nuke
Autodesk Maya	Adobe PS & Illustrator

Education

Savannah College of Art and Design
Bachelor in Visual Effects, 2016 - 2020

Technical Skills

Hard Surface Modeling
NPR and Photorealistic Rendering
Texturing, Shader Building
Image, Video Editing
Video Encoding & Optimization
Windows & Linux Desktop

Work Experience

3D Computer Graphics Artist - ProdeW Inc / Aguir LLC - A remote contract position where I produced photo-like graphics and video animations of components from prototype parts and CAD design models (from Solidworks) I managed the full CG production pipeline up to the final render export, primarily working in Blender. I produced high resolution stills for marketing as well as animated breakdowns of the functionality of components. I needed to label and manage files in an organized manner as 'old' files might need to be modified as engineers made new revisions to the components. 2020 - 2023

Promotional Video Graphics - Films2Reels - Created simple animated elements for inclusion in a short promotional video for the launch of an advertising company website. 2020

3D Graphics Team - Innovation First International - An internship position where I worked with a small team to produce CG rendered graphics and animations of robotic toys for use on packaging and on the web. Here I gained experience working in a small production team, and communicating using slack. March 2019 to June 2019

Other Collaborative Experience

- Assassin In White | Cameron MacLeod; Quickly mocked up previs environments for planning shots for this student film (2020)
- Long Way Down | Darren Yaworski; Modeled stylized vehicles for props used in this VR Film with over 60 project team members. Took notes from the director and made changes to the models accordingly (2018)
- One Man's March | Chloe Rose; Main modeler for this 2D-3D hybrid senior animation. Modeled vehicles and interior building props. Heavy collaboration with the rest of the team and frequently had new assignments on short notice. (2017)
- Fragments | Andrea Ratsos; Modeled a damaged vehicle for a scene in this senior animation film. (2018)

Honors

Eagle Scout - Boy Scouts of America - 2016
FIRST Robotics Allumni