

Andrew Chason

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(480) 217-5313

Skills and Software

- Photoshop
- Illustrator / Flash
- 3ds Max / Mudbox
- Dreamweaver
- Unreal Engine
- Wiki Creation and Documentation
- Digital Painting and Illustration
- GUI and Icon Design
- Low and High Poly Modeling
- HTML, CSS, PHP
- Modular Design
- Dramatic Storytelling
- Iterative Design and Prototyping
- Sprite Animation
- Texture Creation
- Web Design
- LOD Iteration
- World Creation and Building

Experience

Freelancer: Business Solutions

Boise, ID (Present)

- Remotely aided clients in understanding their options when considering marketing and branding for their business.
- Provided solutions to the problem of making a client's brand feel unique and relevant.
- Facilitated branding and design through websites, logos, business cards, and other staples of corporate identity.
- Through an iterative process, fast-tracked asset creation to parallel with product launch windows.

Great White Games (Pinnacle Entertainment)

Mesa, AZ (2009)

- GUI And Icon Artist tasked with painting over 70 icons at high resolution.
- Tasked with maintaining unity in both color and style of a wide variety of assets.
- Appointed the freedom to concept each painting, while entrusted to stay true to an existing IP.
- Required to be open and flexible, while providing professional knowledgeable, during an iterative design process.

Primeval Games

Tempe, AZ (2007-2008)

- Lead Artist for 'Starflight: The Lost Colony'; entrusted with creating a consistent feel throughout all elements of the game.
- Swiftly and accurately rebuilt an existing but disjointed art asset pool.
- Collaborated with Programmers to create a unique, tilebased, terrain building algorithm.
- Created all the final art assets. 12+ functional GIU screens, buttons, sprite sheets for Player and Mobs, as well as tile sheets for Terrain.

University of Advancing Technology

Tempe, AZ (2006-2008)

- Created daily content for UAT's internal marketing department. Web/Flash based GUIs, informative and stylish desktop backgrounds, as well as internal posters and fliers.
- Layout Designer: Participated as part of a team in creating intriguing and cohesive design layouts.
- Consistently entrusted with leading roles in when placed in teams; creating comfortable and efficient work environments.

QualityLogic

Boise, ID (2004)

- Over 40 hours a week testing prototype hardware/software for compatibility with other products.
- Learned practical use of the scientific method, and how to cross test scenarios against hypothesized variables.
- Learned the intricacies of writing coherent bug reports, predicting bugs through iteration, and creating workarounds while waiting for fixes.

Education

University of Advancing Technology

Tempe, AZ (2006-2008)

- Bachelor's degree in 'Game Art and Design', with an emphasis on Environment Asset, and GUI, Creation.
- Lead Artist on a student-organized Half Life 2 Mod.
- Charged with developing work-flows regarding asset and texture creation, as well as implementing assets into the Source engine.
- Created in-house tutorials for less experienced modelers and texture-artists.

ITT Technical Institute

Boise ID (2001-2003)

- Associates degree in Multimedia Technologies, with an emphasis on Graphic Design.
- Instructed students with little-to-no artistic background on the concepts of primitive shapes in everyday objects.
- Entrusted to act in as Project Manager: Repeatedly assuring that student projects had a unified quality before presenting for finals and graduation.