



Andrew Frederick

Creative Media Specialist

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Professional Summary

I'm a visual development artist and media specialist that has been working in the media industry in various roles. I've been involved in advertising, photography, animation, and multimedia production for several years. My ability to quickly adapt to new challenges and learn new skills with exceptional speed are qualities that I pride myself on. I have an expertise with many software tools, and with fulfilling customer expectations.

Education

Cleveland Institute of Art

Graduated in 2004 with a BFA in Creative Media and Technology

Skilled With

Microsoft Suite, Excel, Powerpoint, Google Suite, Dropbox
Photoshop, Premiere, Final Cut, Lightroom, Illustrator, After Effects,
InDesign, Media Encoder

Areas of Expertise

- Photography production and video editing
- Sophisticated pre-visualization and concept development
- Ability to think strategically and creatively, with a demonstrated ability to devise ideas and effective solutions
- Timeline management and project coordination with prescriptive task delegation
- Strong attention to detail
- Photo and digital video hardware, as well as studio lighting and media formats
- File archiving involving cloud based architecture and physical media hardware
- Client presentations and informative campaign design
- Educational coursework design and planning
- Graphic design and HTML knowledge
- Storyboarding and diagram development
- Advanced image editing and photo compositing
- Visual storytelling and illustration
- Color theory and typography
- CG animation and motion capture systems

Work Experience

Stomping Ground Photography Brooklyn NY September 2016 - April 2020

Post Production Assistant

- Scanned and archived photo shoot images.
- Contracting and coordinating with off site contractors and clients.
- Optimization of editing process for remote vendors.
- Managing on-site file sharing servers.
- Maintaining network hardware and backup hard drives.
- Photo editing in high volume.
- Processing and shipping customers orders.

Pole To Win International Austin TX March 2015 - August 2015

Tech Support Representative

- Provided customers with technical support for several high profile games.
- Corresponded with customers and clients regarding gameplay errors and glitches.
- Managed a database of transaction history and catalogue of software assets to remedy any billing errors customers reported.

Alelo TLT Los Angeles CA April 2013 - July 2013

Animator / 3D Artist - Contract

- Developed character animations for use with the Unity game engine and pre-rendered animation.
- Oversaw motion capture sessions and implemented motion capture data into animated training scenarios.
- Planning capture session itinerary and shot list.
- Configured and maintained motion capture equipment and software.

Escapism Entertainment Los Angeles CA May 2012 - February 2013

Environment / Object Artist

Titles released: Seeds of Ralark (Xbox 360)

- Designed background art sprites, and all sprites for inanimate objects or scenery.
- Developed concept art and visual development materials prior to production.
- Provided images in formats and to specifications necessary for use in a real time game engine.

Motion Capture NYC New York NY June 2008 - June 2011

Lead Concept Artist/ Senior 3D Artist

- Created style guides, concept art, and maintained a consistent visual direction on each project to the specifications of clients.
- Developed pre-production artwork for projects, such as storyboards, character designs, and reference artwork that were used to guide animators.
- Modeled and textured 3D environments, objects, and characters.
- Oversaw motion capture sessions and implemented motion capture data into animated training content.
- Planning capture session itinerary and shot lists.
- Edited video and performed post-production compositing, and encoding.

Vertical Learning Curve LLC Brooklyn NY June 2007 - June 2008

Senior Animator

- Animated the cumulative amount of over ten hours of course material for the LVC online MBA program.
- Designed and modeled all custom environments and characters for the course.
- Developed storyboards, character artwork, and animation roughs.
- Edited video and performed post-production compositing, and encoding.

American Institute of Graphic Arts New York NY April 2007 - December 2007

Image Archivist

- Manually scanned three decades worth of AIGA design catalogs for an online library.
- Organized image files into a database, and implemented file naming conventions.
- Digitally restored images as need for visual clarity.

EDR Media Cleveland OH April 2006 - May 2006

Texture Artist/ Storyboard Artist - Contract

- Developed storyboards for attract animations used in Wynn casinos.
- Created textures and archived resource files for use in animation workflows.

Kaleidoscope Animations Cleveland OH February 2005 - Aug 2005

Concept Artist/ Storyboard Artist/ Animator - Contract

- Responsible for visual development services, and storyboarding for a diverse client base including the Cleveland Guardians, Motorola, and Fisher Price.
- Modeled 3D assets and animated content for use in advertisements.
- Assisted with planning of creative pitches for out of home advertisements.