

ANDRE WAHL

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805-710-5006

3D Artist & Educator

<https://andrewahl.artstation.com/>

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|-----------------------------|---|---------------------|----------------------------|-----------------------|-----------------|---------------------|
| SOFTWARE | Maya ZBrush | Photoshop Mudbox | Unity Substance Painter | After Effects Nuke | Arnold V-Ray | Marmoset XNormal |
| EXPERIENCE | 3D Instructor - <i>Laurus College, 325 E Betteravia Rd #8, Santa Maria, CA, 93454</i> | | | | | 9/2014 – Present |
| | <ul style="list-style-type: none">• Conduct live lectures and synchronous instruction for hybrid and online courses• Collaborate with the 3D department on developing curriculum• Update and maintaining Moodle Portal for 3D Department• Create 3D & educational assets to be used in the classroom | | | | | |
| | 3D Animation Department Director - <i>Laurus College, 325 E Betteravia Rd #8, Santa Maria, CA, 93454</i> | | | | | 5/2015 – 5/2017 |
| | <ul style="list-style-type: none">• Oversee the instruction and curriculum development of the 3D department• Responsible for course development and lesson plan construction | | | | | |
| | Character Artists – <i>3D Print Commission</i> | | | | | 2/2018 – 4/2018 |
| | <ul style="list-style-type: none">• Responsible for modeling two characters and a pedestal optimized for 3D print utilizing Maya and ZBrush | | | | | |
| | Motion Graphics Artist – <i>Hightides</i> | | | | | 5/2017 |
| | <ul style="list-style-type: none">• Responsible for creating animated album cover to be used for social media content | | | | | |
| | Multi-Media Artist & 3D Generalist – <i>BattleGround, 323 Town Center E, Santa Maria, CA 93458</i> | | | | | 2/2013 – 1/2015 |
| | <ul style="list-style-type: none">• Responsible for recording video, editing audio, and developing 2D and 3D graphics for promotional videos and printed material | | | | | |
| | Environment & Prop Modeler – <i>Expression College, 6601 Shellmound St, Emeryville, CA 94608</i> | | | | | 1/2012 – 2/2012 |
| | <ul style="list-style-type: none">• Collaborated with a team of students under the supervision of Art Director Joe Daniels to produce assets for the “Starfish Ninja” project• Responsible for modeling two environments, contributing multiple models to a coral library, and modeling a fish skeleton for set decoration | | | | | |
| AWARDS | SkillsUSA State Competition Champion – 3D Visualization and Animation | | | | | 4/2009 |
| | <ul style="list-style-type: none">• Collaborated with a teammate to develop a short 3D animated commercial based on a prompt for the SkillsUSA State competition• Responsible for all aspects of production | | | | | |
| | SkillsUSA Regional Competition Champion– 3D Visualization and Animation | | | | | 2/2008 |
| | <ul style="list-style-type: none">• Collaborated with a teammate develop a 3D animated short for the SkillsUSA regional competition• Responsible for all aspects of production | | | | | |
| VOLUNTEER EXPERIENCE | Regional Skills USA Judge - <i>Paso Robles High school, 801 Niblick Rd, Paso Robles, CA 93446</i> | | | | | 2016 - 2017 |
| | <ul style="list-style-type: none">• Volunteer judge for the SkillsUSA Regional competition• Collaborate with other Judges to assess students’ performance and determine a competition winner• Provide feedback to contestants | | | | | |
| | Guest Lecturer - <i>Arroyo Grande High School, 495 Valley Rd, Arroyo Grande, CA 93420</i> | | | | | 2013-2017 |
| | <ul style="list-style-type: none">• Deliver lectures to high school students regarding the 3D industry and give 3D software demonstrations• Coach SkillsUSA contestants• Assess tools and curriculum to keep the program up to par with industry standards | | | | | |
| EDUCATION | Academy of Art University - <i>79 New Montgomery St, San Francisco, CA 94105</i> | | | | | 8/2018 – 12/2020 |
| | <ul style="list-style-type: none">• MA Animation & Visual Effects with a focus in 3D Modeling• President’s Honor Roll | | | | | |
| | Ex’pression College for Digital Arts - <i>6601 Shellmound St, Emeryville, CA 94608</i> | | | | | 2/2009 – 6/2012 |
| | <ul style="list-style-type: none">• Bachelor of Applied Science, Animation and Visual Effects | | | | | |