

ANDY REEVES

RESUME

Andy Reeves
3415 Strongs Drive
Marina Del Rey, CA, 90292

Phone: (619) 793-4913
E-mail: andy@andyreeves.net
Web: [HTTP://www.AndyReeves.net](http://www.AndyReeves.net)

EXECUTIVE SUMMARY

Highly innovative, solutions-driven **3D Artist, Designer and Programmer** with 10 years of experience in the banking, insurance, advertising, broadcast/film, architectural and engineering industries. Skilled at producing works from Concept to Final under very tight deadlines on multiple projects simultaneously. Detail-oriented, quick learning self-starter, team-worker with exceptional design and programming skills. Highly experienced in static and moving 3D Design, Animation, Video, Broadcast, and Internet Media fields. Known for exceeding all client and customer expectations. Experienced with Big-4 accounting firms and Fortune 500 organizations.

PROFESSIONAL EXPERIENCE

PARAMOUNT PICTURES, Los Angeles, CA

Projects:

2005 – Present

The Dr.Phil Show web site

Concept Designer, Programmer

Project Responsibilities and Accomplishments:

- Develop the full site's Concept Art and Design
- Friendly Graphic User Interface and Information Architecture
- Maintained daily communication with subcontractors and provided daily reports to client.
- Perform client presentations and direct change management.
- Research and Produce new features such as flash demo video promotion of upcoming shows.

Robin Mc.Graw web site

Concept Designer, Programmer

Project Responsibilities and Accomplishments:

- Develop the full site's Concept Art and Design
- Friendly Graphic User Interface and Information Architecture
- Maintained daily communication with subcontractors and provided daily reports to client.
- Perform client presentations and direct change management.
- Research and Produce new features such as flash demo video promotion of upcoming shows

The Rachael Ray Show web site

Concept Designer

Project Responsibilities and Accomplishments:

- Developing the opening page Concept Art and Design
- Extensive and friendly User Interface and Information Architecture
- Maintained daily communication with subcontractors and provided daily reports to client.
- Perform client presentations and direct change management.

Elite Airines web site, CA / E-commerce Online Reservation and Ticketing System

Concept Designer, Programmer

Project Responsibilities and Accomplishments:

- Delivered a web site and online reservation system for a private Jet airline.
- Provided strategic and functional planning of web site and Information Architecture.
- Developed proprietary interactive booking calendar.
- Design and implementation of the Graphical User Interface.

Technology and Software Used: MS Project, Adobe Photoshop, HTML (Dreamweaver), Flash, MySQL, PHP, JavaScript, DHTML, CSS (Cascading Style Sheet)

NBC NEWS, NBC Nightly News with Tom Brokaw, New York, NY

2002 - 2005

3D Artist, Designer, Modeler and Animator

Project Responsibilities and Accomplishments:

- o Creating 3D Animations for NBC Nightly News, animations daily for the 6.30pm Show.
- o Never missed a 6.30pm deadline with 3D Animations for the Nightly Show.
- o Working on high tech SGI multiprocessor UNIX mainframes with Frost 3D realtime animation package.
- o Creating Military Animations about the Iraq war, Daily 3D map animations, real-world simulations
- o Medical Animations for NBC
- o Discovery Channel Animation Projects: Blackout in NY state, DDay 2004
- o History Channel 3D Animations
- o Disaster 3D Illustrations and Animations: Hurricane, Forest Fire, Accidents(Plane, Train, Ship)
- o Developing new 3D technologies, ideas and techniques for Real Time Live video animations.
- o Designing Live Set and Stages for Tom Brokaw and Brian Williams Nightly News Anchors.
- o Various 3D and 2D concept Art and Design for Internet presence and streaming video media.
- o Created more then 300 quality 3D Broadcast Animations, hundreds of 3D maps, and hundreds of 2D graphics for NBC Television, Discovery Channel, History Channel and Conan O'Brian Show.

Technology and Software Used: Adobe Photoshop, Discreet Frost and Flame, Alias Maya, Discreet 3D Studio MAX

AIG, American International Group, New York, NY

2000 - 2002

Concept Designer, Programmer

Projects under AIG:

- Nasdaq Futures Insurance site
- Executive Briefing Book
- AccessInfo
- CV Starr
- Streaming Video Information Center
- Small Business Center.

Project Responsibilities and Accomplishments:

- Develop the full site's Concept Art and Design
- Extensive and friendly User Interface and Information Architecture
- Maintained daily communication with subcontractors and provided daily reports to client.
- Perform client presentations and direct change management.
- Research and Produce new features such as flash demo video promotion of upcoming shows.

Technology and Software Used: MS Project, Adobe Photoshop, HTML (Dreamweaver), Flash, MySQL, PHP, JavaScript, DHTML, CSS (Cascading Style Sheet)

VISION DIGITAL GRAPHICS, Inc. New York, NY

1995 - 2000

Designer, Programmer, 3D Modeler, Animator, Creative Director

Web and Internet projects under VISION Digital Graphics:

- Deutsche Bank**, New York - intranet site
- Bookspan** - e-Commerce site
- FAITH.COM**, New York – web site
- QPB – Quality Paperback Books, New York** - e-Commerce web site
- KPMG** Collaborations (New York, Connecticut, Boston, New Jersey offices):
 - Citibank** - Graphic design for ATMs.
 - Bally's Internet Casino** - Online gaming web site.

Bally's Sportsmaker - Sport betting web site.
Nevada Council on Problem Gambling - Web site.
BBDO Advertising - BBDO Media Central and Techsetter Intranet web site.
NextWebSite Internet Services - Web hosting e-commerce web site.
Opus 360 - GUI design for resource allocation and project management software.
Sources International - Charity and exotic products by supermodels web site.

3D Visualization, and Animation projects under VISION Digital Graphics:

HOK Architects

Pussan train station - Korea
Gold Coast mall - Malaysia
Jianyin office building - Shanghai
Filenes store - Providence
Port Authority bus terminal - NYC

Citibank- Citibank lobby - Interior

Biber Partnership, AIA - Sommerset YMCA, Glasgal reception

Microsoft, Europe - Expo booth

Toyota Motors - Expo booth

DIGITAL Corp. - Expo booth

Vignelli Associates - Amtrak train interior design

IBC (International Business Center) Hungary - Exterior and interior

Pannon GSM - Wireless phone showroom

Steelcase Strafor - Furniture design

Pannonhalma Abbey - Unesco World Heritage presentation

Project Responsibilities and Accomplishments:

- Creating photorealistic 3D models.
- Lighting, Texturing and Rendering
- Walkthrough and Flythrough Architectural Animations
- Developing new 3D technologies, ideas and techniques for Real Time Architectural animations.
- Various 3D and 2D concept Art and Design for Internet presence and streaming video media.
- Concept design for Internet projects.
- Virtual Reality development for Architectural use.

Technology and Software Used: Adobe Photoshop, Discreet 3D Studio 3-4, AutoCAD, ArchiCAD, Sense8, VRT Realtime Authoring.

TECHNICAL SKILLS

Software and Programming Skills:

2D Software: Adobe Photoshop, Adobe Illustrator, CorelDraw, CorelPaint

3D Software: Alias Maya, Discreet 3D Studio MAX, Discreet Frost, zBrush, Modo, ArchiCAD, AutoCAD

Video Compositing/Editing: Canopus Edius, Avid, Discreet Flame, Digital Fusion

Programming: HTML, ASP, PHP, SQL, Flash, JavaScript, DHTML, e-Commerce, e-Banking, Dreamweaver, Allaire Homepage, MS Frontpage, FTP, CSS (Cascading Style Sheet), Audio (.wav, .rm, realaudio, .mp3), Video (.avi, realvideo, .mpg, wmv)

Software: MS Project: Visio, MS Word, PowerPoint, Excel, QuickBooks, ACT!

Platforms/Operating Systems: MS Windows 95, 98, 2000, NT, XP, MAC OS, SGI Unix/Linux

PORTFOLIO

<http://www.AndyReeves.net>

Please go to the "Portfolio" and "Visualization" section for 3D projects and to the "Web Design" section for Internet Media projects

EDUCATION

Master of Science, Art and Science:

Budapest University of Technology and Economics, Budapest, Hungary

1990 - 1995

Bachelor of Arts, Architecture, Art and Science:

Pechy Mihaly Art School, Budapest, Hungary

1985 - 1990

Additional courses in Digital Arts and 3D design.