

ANDREW KLEIN

AUTODESK®
MAYA®
Certified Instructor



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PRIMARY SKILLS:

Organic/hard surface 3d modeling, texturing, shading and lighting
Curriculum development and classroom instruction

SOFTWARE:

OS: Mac OS 10.7, Windows XP Professional SP3, Vista, 7
3D: Maya 2012, Mudbox 2012, Zbrush 4r2, Bodypaint r4, Vue 9.5 xStream,
3D-Coat 3.5, Unreal, X-Normal, Headus Uv layout 2.0, CrazyBump, Roadkill,
Unfold 3d
2D: Photoshop CS5, Illustrator CS5, Dreamweaver CS5, Flash CS5
VIDEO: Premiere CS5, After Effects CS5, Final Cut Pro 7, Final Cut Pro X,
DVD Studio Pro

WORK EXPERIENCE:

The Art Institute of California - San Francisco, San Francisco, CA (2005-Present)

Full Time Faculty

Responsible for development and implementation of curriculum for 20+ courses in Maya, Photoshop, Unreal, After Effects, Mudbox, 3D-Coat, and Zbrush. Member of the Game Art and Design as well as Media Arts and Animation departments.

Metaversality, San Francisco, CA (2009)

Contract Environment/Character Modeler and Texture Artist

Modeled, textured, rigged, LODs, and exported avatars, clothing, and furniture assets for Sony HOME on the Playstation 3

Millions of Us, Sausalito, CA (2008)

Contract Environment Modeler and Texture Artist

Modeled, textured, and lit plazas and lobbies for Sony HOME, with integration in the Havok engine.

ElectroTank, Foster City, CA (2008)

Consultant - Modeling, Texturing and Rendering

Supported 3d and Flash integration.

L.inc Design, San Rafael, CA (2007)

Freelance Modeler, Animator and Texture Artist

Provided modeling, rendering and animation on a variety of 3d projects for various clients.

SZFM Design Studio, San Francisco, CA (2007)

Design Assistant

Provided renderings for architectural proposals

Ward Design, Charlotte, NC (2000-2004)

Jr. Assistant

Managed network systems, created 3d architectural renders at an architectural/interior design firm

EDUCATION AND CERTIFICATIONS:

The Art Institute of California - San Francisco, MFA in Computer Animation, *IN PROGRESS*

Pixologic Zbrush Certified Instructor, 2009-Current

Autodesk Certified Instructor for Maya, 2007-Current

Carnegie-Mellon University School of Art, Pittsburgh, PA. 2000-2004 BFA WITH HONORS

Northwest School of the Arts Charlotte, NC, SALUTATORIAN, 1993-2000