

# ANDREW KLEIN

AUTODESK®  
MAYA®  
Certified Instructor



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## PRIMARY SKILLS:

Organic/hard surface 3d modeling and digital texture creation including difference mapping techniques and shader design Polys/NURBS/SubDs. Experience extends into rendering/lighting methods including GI, Final Gather, HDRI and IBL, as well as rigging, blendshapes and animation. Additional competency in with Photoshop and traditional art media. Certified Instructor for Pixologic's Zbrush and Autodesk Certified Instructors for Maya.

## WORK EXPERIENCE:

-----CURRENT POSITION:

**2005-Present: Art Institute of California, San Francisco**, San Francisco, CA. **Full Time Faculty**, 5 sections per quarter in Modeling, Sculpting, Texturing, Lighting, and Rendering. During 11 week quarters, was responsible for development and implementation of curriculum for 15+ courses in Maya, Photoshop, Unreal 3, After Effects, and Zbrush. Provided direction and leadership towards students, supplemental support in teaching workshops, student advising, and online troubleshooting. Department representative on Faculty Technology Committee, and Faculty Development Committee. Taught in Media Arts & Animation (undergrad), Game Art & Design (undergrad), and Computer Animation (graduate) Departments.

-----PREVIOUS POSITIONS:

**2009: Metaversatlity**, San Francisco, CA. **Environment/Character Modeler and Texture Artist**, contract position: work on Avatars, Clothing, and furniture assets for Sony's HOME on the Playstation 3. Responsibilities include modeling, texturing, rigging, LODs, and export.

**2008: Millions of Us**, Sausalito, CA. **Environment Modeler and Texture Artist** contract position: work on Plazas and Game Specific lobbies for Sony's HOME on the Playstation 3. Light use of the Havok engine.

**2008: ElectroTank**, Foster City, CA. **Modeling, Texturing, and Rendering Consultant**. support on 3d and Flash integration

**2007:Freelance Modeler, Animator and Texture Artist for Linc Design**, Marin Co., California. Provided work on a variety of modeling, texturing and animating projects for various clients.

**2006: SZFM Design Studio**, San Francisco, CA. **Design assistant** at a boutique architectural studio, providing renderings for architectural proposals, and website work.

**2005-2006: Academy of Art University**, San Francisco, CA. School of Animation **lab technician, tutor, and teaching assistant** specializing in 3d animation, video editing, compositing and visual effects.

**2000-2004: Ward Design**, Charlotte, NC. Worked at an Architectural and Interior design firm managing network systems, and creating pre-visualization renders of interiors.

## EDUCATION AND CERTIFICATIONS:

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

2007-Current **Autodesk** Certified Instructor for Maya

2009-Current **Pixologic** Zbrush Certified Instructor

2000-2004 BFA WITH HONORS, dual concentration (electronic/time-based media and painting/drawing/printmaking) from **Carnegie-Mellon University** School of Art Pittsburgh, PA

Recipient The Emily Phillis Howard Award for Art Carnegie Mellon University  
Recipient The Samuel Rosenburg Award for Art Carnegie Mellon University  
1993-2000 SALUTATORIAN from **Northwest School of the Arts** Charlotte, NC

**SOFTWARE:**

Operating Systems: Mac OS 10.6.1, Windows XP Professional SP3, Windows Vista / 7  
Autodesk: Maya 2010 Unlimited including Mental Ray, Mudbox 2009  
Pixologic: ZBrush 3.2(mac), 3.1(pc), 3.5(pc)  
Maxon: Bodypaint r4  
Adobe/Macromedia: Photoshop CS4, Premiere CS4, Illustrator CS4, After Effects CS4, In Design CS4, Dreamweaver CS4  
Apple: Final Cut Pro HD, DVD Studio Pro  
Engines: Light Unreal 3 and Havok usage  
Other: Headus Uv layout 2.0, CrazyBump, Roadkill, Unfold 3d, MS Office suite