

ANDY LEWIS

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EDUCATION

Brigham Young University, Provo, Utah | August 2000

B.A. in Design

- :: Completed studies in graphic design, web design, illustration, 3D and
- :: 2D design, 3D modeling, color theory, composition, sculpture, animation,
- :: Advanced Photoshop, interior design, and photography

EXPERIENCE

Production Artist–Designer

digEcor Springville, Utah | April 2005–Present

- :: Design all corporate and collateral materials for all aspects of the company
- :: Help with marketing materials with parent company, Wencor
- :: Integration of movies and graphics in the digEplayers

Designer and Production Artist

Emerald Forest Studios, Spanish Fork, Utah | April 2003-2005

- :: Design and layout of printed materials and websites
- :: Video compositing, motion graphics, and 3D graphics
- :: VR Photography of Stills and Environments
- :: Audio recording and editing

Designer

Lewis Studio Design, Orem, Utah | Dec 2002-Present

- :: Design and layout of web and print graphics
- :: 3D Modeling and Animations
- :: Photography

3D Model Maker

Booth Management Assistants, Salt Lake City, Utah | April 2002-Dec 2002

- :: Built 3D architectural models to scale
- :: Created graphics for models
- :: Worked within a team setting to meet deadlines

Graphic Artist & 3D Model Maker

Kinateder & Associates, Springville, Utah | April 2000-January 2002

- :: Created layouts for print materials and logos
- :: Built 3D architectural models according to blueprint specifications
- :: Created computer generated 3D models of architecture and exhibits

SKILL SET

Experienced with Mac and PC

- :: Proficient with Adobe products, Lightwave 3D, After Effects, and Modo.
- :: Some experience with AutoCad, 3D Studio Max, Flash, and Final Cut Pro.