



Andre Richard Tiran

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Objective:

Flexible, fast adjusting associate looking to apply his knowledge and experience in a technical, team-based environment.

Education and Accolades:

Full Sail University - Orlando, Florida

Bachelor of Science in Computer Animation

Graduating GPA: 3.18

- Class of March 2007 - Salutatorian
- High Achievement - 2D Animation Award
- High Achievement - Software Technologies Award

University Wisconsin – La Crosse, Wisconsin

College of Computer Science

August 2002 – April 2003

Software:

- Autodesk Maya
- 3D Studio Max
- Motion Builder
- Unreal 3 Engine/Editor
- Visual Basic
- Java
- Adobe Photoshop and other Adobe products
- Microsoft Office Packages

Industry Experience:

Last Straw Productions

Animator/Rigging/Technical Internship

January 2009 – Present

- Rig and animate creatures, characters, and vehicles for use in Forbidden Dawn, Last Straw Production's upcoming MMO.
- Research specifications for 3D content creation and follow-up with creating specification documents.
- Research processes for importing assets into game engine and follow-up with step by step documentation.
- Investigate and troubleshoot issues involving modeling packages and importing to the engine. Edit/create documentation to outline work-arounds and solutions.
- Assist in managing art team by leading and scheduling review times for content.
- Assist in acclimating new artists to the team.

Harris Corporation

Geo-spatial Technician

July 2007 – October 2008

- Large area modeling, utilizing MET Harris proprietary software.
- Final Q/A, insuring models are up to specification standards, applying fixes when needed.
- Moved to the Harbors Group to work on Harbors models and promoted to Full-Time Employee.
- Worked on the LIDAR project modifying pre-generated modeling data.
- Processed digital imagery to generate Controlled Imagery Base products.
- Worked to ingest commercial digital imagery as well as create/fine-tune/troubleshoot processes.