

# Andrew M. Banta

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## Objective

To apply my diverse and extensive knowledge of computer software packages and computer hardware to the creation of eye-catching graphics while contributing to a team environment. Long term goals include employment in the film industry as a character animator following graduation from Animation Mentor.

## Education

### ANIMATION MENTOR – Emeryville, CA (Online)

Certificate in Advanced Animation Studies – (Expected: December, 2011) • GPA: 3.3/4.0 Cumulative

- Peer Buddy (Animation Mentor student/peer mentoring program)

### PURDUE UNIVERSITY – West Lafayette, IN

B.S. in Computer Graphics Technology • GPA: 3.61/4.00 Cumulative

- Minor in Organizational Leadership and Supervision
- Multiple Dean's List and Semester Honors

## Work Experience

Concurrent Employment with College Studies:

- **Graphic Artist/Web Developer**, Ezra Distributing (2010 to Present): Provide technical assistance, general maintenance, content updates, and graphic design for the company websites. I assist in the completion of patent drawings and CATIA renderings and am responsible for the creation of print advertisements, brochures, instruction manuals, and other promotional material as needed.
- **Production Assistant**, nanoHUB.org (2009 to 2010): Videotaped lectures at Purdue University and used Adobe Presenter to create flash presentations for the nanoHUB.org website.
- **Sales Associate**, Corydon Cinemas (2005 to 2008): Sold movie tickets and concessions, as well as maintained a clean working environment and theatre facility.
- **Associate**, Ford Dining Court (2006): Served and bussed the various stations, dish room, and beverages.

## Technology Summary

**Systems:** Windows XP/Vista/7, Mac OS

**Languages:** HTML/XHTML, XML, PHP, Visual Basic, Java

**Software:** Maya, Photoshop, Illustrator, Freehand, InDesign, MS Office, After Effects, CATIA, Flash, Combustion

## Selected Projects

### "Draconia" – Award-winning 2D video game project for mobile devices (January – February 2008)

- Created game-environment graphics, contributed to game design, and tested gameplay.
- Awarded "Best Interactive Piece" – ACM SIGGRAPH Purdue Student Chapter Spring Gallery.

### "Ninjitsu no Gachin" – Cell-shaded animated short created in Maya (September – December 2009)

- Assisted in preproduction aspects, including, developing story, concept art, and storyboards.
- Modeled characters and environments; textured and lit environments; rigged and animated characters.

## Activities

- 11 Second Club
- ACM SIGGRAPH
- Purdue Game Development Club
- Association of Computing Machinery
- Residence Hall Association: GA
- Halberdier Club: Executive Board