

# Andrew D Pankow

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## Skill Sets

Disciplines     Rendering, Texturing, R&D, Particles/ Fluids Dynamics, Technical Rigging  
Development    Off-line and Real-time Graphics, Tools, Network Administration, 3D pipelines  
Languages       Python, C, Bash, MEL, JavaScript, C++, C#

## Professional Experience

- 2016-2017     *3D Rendering Designer*  
Corsair Components – Fremont, CA
- Render Farm Engineer and System Admin (RHEL)
  - 3D Generalist (Software Independent)
  - R&D Technician
  - Compositor (Node-based and Layer-based)
- 2015-2016     *Data Developer & Analyst*  
Saama Technologies, Inc – Phoenix, AZ
- ETL, batch processing, and visual reporting for AAA project
  - Reverse engineering of reports and systems project
  - Visualization of technical services core to company
- 2011-2014     *Effects Technical Director*  
Academy of Art University – San Francisco, CA
- Developed plasma pipeline with fluid dynamics over multiple software
  - Developed dust devil and sand pipeline with particle and fluid dynamics
  - Efficient and believable simulation of leaves vortices in city streets
  - Animated various characters and hero vehicles
- 2010-2011     *Technician & Instructor*  
Avery Microcomputer Lab – Pullman, WA
- Maintained 3 Apple (Macintosh) Computer Labs
  - Aided Users with Any Questions or Difficulties
  - Taught Maya, Photoshop, Dreamweaver, Final Cut Pro
  - General Custodial Duties

## Education

- 2015            *Formal IT Training – Big Data & Analytics*  
Saama Technologies – Hinjewadi, Maharashtra, India
- 2011 – 2014    *Master of Fine Art – Animation & Visual Effects*  
Academy of Art University – San Francisco, CA, USA
- 2007 – 2011    *Bachelor of Art – Digital Technology & Culture*  
Washington State University – Pullman, WA, USA

## Awards and Honors

Best ETL Project in India training batch; “Most Outstanding Senior” in undergraduate program; Eagle Scout