

Andrew A Kral

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QUALIFICATIONS:

A Bachelor of Fine Arts Degree in Game Design and Development from the International Academy of Design and Technology June 2008. Course studies covered game design from initial concept art designs to fully realized, in game, 3D characters and environments. In June 2010, I will graduate from the Digital Animation and Visual Effects School known as the "[D.A.V.E](#)" School, located at Universal Studios Orlando. I have extended my skill sets to include visual effects compositing, motion capture and stereoscopic rendering, while improving my skills in modeling, and character animation.

My professional experience in this field includes a 12-week internship for [ASRC Aerospace Inc.](#) at NASA's Kennedy Space Center in Modeling & Visualization for Constellation Systems Integration.

Additionally, many years of theme park and business management experience has afforded me proven credentials in teambuilding, leadership, training, and project management.

Strengths include:

- Compositing, 3D modeling, UV layouts and Texturing

Proficient in:

- Newtek Lightwave 3D
- Adobe Photoshop CS4
- Pixologic ZBrush3

Experience with:

- Foundry Nuke 6
- Eyeon Fusion 5.3
- Autodesk Maya
- Autodesk 3DS Max 9
- Autodesk Motionbuilder 7.5
- Adobe After Effects

CAREER ACCOMPLISHMENTS

- Selected by DAVE School instructors as team Lead for our final project, supervising 30 shots.
- Created a variety of I.E.D. 3D models for the "Vigilance" development team in preparation for their training / serious gaming solution. The Harrington Group "Vigilance" team won "People's Choice" award at the I / ITSEC 2007 Serious Games Showcase and Challenge.
http://www.iedvigilance.com/index_fl.html
- Served on opening crew for the [Walt Disney World – MGM Studios](#) and served on opening management team for [Universal Studios Florida](#), and the [Luxor Resort & Casino](#) in Las Vegas

EXPERIENCE

["D.A.V.E" School](#)

Admissions Representative

Orlando, FL

12/09-present

Recruit and screen for quality candidates to attend the school as well as represent the school at trade shows.

[Delaware North Parks Service](#)

6/04-7/04

General Manager

6/03 - 9/04

General Manager of Tour Operations

6/99 – 6/03

Manager of Operations

3/98– 6/99

Manager of Special Projects

4/97–3/98

Manager of Guest Relations

4/97 – 9/04

[Roaring River State Park](#)

Overall management of inn and conference center

[Kennedy Space Center Visitor Complex](#)

Overall management of remote tour facilities

Kennedy Space Center Visitor Complex

Management of daily operation for facility

Kennedy Space Center Visitor Complex

Reported directly to the CEO on specific projects

Kennedy Space Center Visitor Complex

Managed the bus loading, ticketing, & guest relations

EDUCATION

[International Academy of Design & Technology](#)

Bachelor of Fine Arts Degree, Game Design and Development

Orlando, FL

June 2008

MILITARY SERVICE

[USAF](#) Active and Reserve
Security Police Officer

[Loring AFB](#), ME. [McDill AFB](#), FL, [Homestead AFB](#), FL

'84 – '90