



andrew diec

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objective To obtain a challenging position in illustration or visual design that will allow me to utilize my creative and artistic abilities

- skills**
- Sketching, storyboarding, and painting in various mediums - pencil, pen/ink, digital, watercolor, acrylic
 - Photoshop, Fireworks, Flash, Sketchbook Pro, Illustrator, AfterEffects and Microsoft Office
 - Working knowledge of HTML, CSS, and Actionscripting
 - Windows and Mac platforms
 - AGILE development methodology
 - Cooper User Interaction Training

experience **Visual Designer**

Autodesk, Inc. / January 2008-Present

- Collaborated with UI designers, developers, marketing managers and global industry teams to maintain/create new experiences to drive consumer satisfaction on the web. Work included Flash interactive banners, campaign pages, applying visual design to wireframes, etc.
- Provided ongoing support of Autodesk web properties through production of imagery, banners, and videos
- Helped implement web analytics into Flash assets for metrics tracking and created visual designs for A/B testing across the web
- Maintained web guidelines on internal CMS
- Collaborated on projects using AGILE development methodology

Web Design Intern

Autodesk, Inc. / February 2007-December 2007

- Worked under Web Design Team in support of Autodesk.com and other web properties
- Produced a large volume of assets including imagery, videos and Flash banners, meeting strict deadlines and adhering to brand guidelines

Freelance Illustrator

Ubisoft, Inc. / 2009

- Created storyboards for *Teenage Mutant Ninja Turtles* and *Avatar* video games advertisements
- Created conceptual box art designs for *Shawn White Snowboarding*, *Raving Rabbids Travel in Time*, and *Cloudy with a Chance of Meatballs* video games

Freelance Web Developer

2005-2008

- Collaborated with graphic designer, converted visual designs into working websites using HTML and CSS
- Created icons and PowerPoint presentations

education **Bachelor of Fine Art, Illustration**

Academy of Art University
September 2004 - December 2007

Bachelor of Science, Computer Science

University of Florida
August 1998 - August 2003