

Andrew Dang

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EDUCATION

University of Southern California Los Angeles, CA
School of Cinematic Arts, Interactive Media Division
• BA in Interactive Entertainment Expected May 2013
• Minor in East Asian Languages and Cultures Expected May 2013

STUDENT PROJECT EXPERIENCE

Single Player Game (artist) Jan 2011
• Designed, created, and animated character sprites
• Global Game Jam 2011
Days of College (programmer) Oct – Dec 2010
• Modified and programmed game on top of professor's flash engine
Some Day (animator) Jan - May 2010
• Designed the main character across several ages
• Animated multiple character actions
Bon Voyage (artist) Jan - May 2010
• Designed a tile set for the world map
Tunnel Fission (designer, artist) Jan 2010
• Designed a one-button game
• Created and animated art assets

WORK EXPERIENCE

Illustrator, Bamboo Offshoot August 2009 – May 2010
• Painted single panel illustrations to accompany articles Los Angeles, CA

SKILLS

Art

- Drawing (pencil, pen, etc)
- Painting (acrylic, digital)
- Cel Animation

Technical

- Programming/Scripting (AS3, Java, HTML, CSS)
- Photoshop, Flash

Languages

- Conversational Mandarin Chinese, studying Japanese

ACTIVITIES

Tech Director (Chinese Club); San Jose, CA Sept 2007 – June 2009
• Organized stage crew to use lights, sound, curtains and cameras for cultural show
National Chinese History Bee; Orange County, CA Sept 2006 – August 2007
• 2nd place, representing Northern California