



Andrew Majewski  
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**Education:**

2001-2005 Savannah College of Art and Design, Savannah,  
BFA, Interactive Design and Game Development GA

**Skill Sets:**

High and Low Resolution Polygonal Modeling  
Sub-Division Surface Modeling  
Basic Character Skeletal Setup for Animation  
UV Layout and Texture Map Painting  
Photograph Manipulation  
Basic Animation Skills for both 2-D and 3-D

**Tools Used:**

Adobe Photoshop, Illustrator, After Effects and Premiere  
Macromedia Fireworks, Flash, and Dreamweaver  
Discreet 3D Studio Max, Newtek Lightwave, Alias Maya,  
and Luxology Modo

**Academic Honors:**

2001-2005 *The Dean's List*, Savannah College of Art and Design Savannah,  
GA  
2000-2001 Inducted into *Who's Who Among American High School* Guilford,  
*Students* CT

**Current and Past 3D Projects:**

2005 Participated in a Graduate level Thesis project involving  
photo-realistic lighting. My role was vehicular modeling.  
2000-2002 X-wing Alliance Upgrade MOD ([www.xwaupgrade.com](http://www.xwaupgrade.com))

**Extracurricular Activities and**

**Awards:**

2004-2005 Interactive Gaming Club, Savannah College of Art and Savannah,  
Design GA  
2002 Durham Fair: Awarded First Place with additional special Durham,  
recognition for charcoal drawing CT  
2002 Guilford Fair: Awarded Third Place for colored pencil Guilford,  
drawing CT  
2000 Guilford Fair: Awarded Second Place for pen and ink Guilford,  
drawing CT  
2000 Guilford Fair: Awarded Third Place for pencil drawing Guilford,  
CT