Andrew Trask

3D Artist / Graphic Designer / UX Designer

1797 Mount Royal DR, Atlanta GA 30329
561-324-2122

Experience

ACTrask Creative
2014-present
Founder

- **Manager**
- **Production Artist**
- **Client List:** JCPenny, GMD Design Group, CDGi, Boca Theater & Automation

Boca Theater & Automation
2005-2014
Creative Director

- **3D Artist**
Visualize photo-realistic interiors and exteriors of homes to show ideas for high-end AV build-outs, home theaters, and construction. Work with Sales Team, Engineering Departments, and end-clients to make sure the expectations that are set can be met and executed.

- **Graphic Designer**
Design and print all marketing material. Responsible for everything from initial design to final print quality control. Includes Large Format Print work.

- **GUI Artist**
Create custom GUI layouts for residential clients to control their homes with touch panels. Work closely with touch panel Software Engineers.

- **Web Design & Development**
Design and develop multiple company websites. Use Google Analytics to monitor traffic. Work close with IT Department to ensure functionality before a project is started, or a new feature is rolled out.

Cinema Design Group
2002-2005
3D Artist

- **Photo-realistic interior visualizations**
Design and render custom dedicated home theaters and media rooms in 3ds max based on the client's needs, budget, and feedback. Work close with Sales, Engineering, and Manufacturing departments.

- **Large-format graphic production**
Source or create (with 3ds max and Photoshop) high-res imagery to be dye-sub printed onto large bolts of fabric that are used for acoustic panels. Work close with Engineering, Manufacturing departments, and print vendors.

- **Design and develop new products.**
Visualize 'over the counter' home theater products for marketing material and custom applications. Work with Sales, Engineering, and Manufacturing departments to make sure they are able to meet the expectations set by the Sales Team.

Technical Fluency

- Autodesk 3ds max 2014 (Mental Ray & iRay Materials / Lighting)
- Adobe Creative Cloud (Photoshop, Illustrator, InDesign, AfterEffects)
- HTML5 / CSS3 / jQuery, Wordpress, Magento
- Oculus Rift / Unity Pro
- TP Design (AMX GUI development software)
- Digital Photography, Adobe Lightroom

College Education

Art Institute of Dallas
Major: Associates Degree of Art, Animation & Design
Completed: 2002

Published Work

Electronic House, January 2013 - "Picture Perfect" (Photography & 3D Render)
Electronic House, February 2010 - "Theater Overcomes Glass Door, Office Space" (Photography)
Home Theater, May 2009 - "Future Deco" (3D Renders & Photography - cover)
Electronic House, June 2009 - "Rise of the Jedi Theater" (Large-format Print Production - cover)

Online Portfolio

actrask.com

Volunteer Work

Atlantic Technical College | Boca Raton, FL
Taught 3ds max to the Atlantic Tech robotics team to provide a three minute animation created by the students for the national robotics competition, *FIRST*.