

# ANDY FOLTZ

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## OBJECTIVE

To further develop my design, animation, and illustration skills as a User Interface artist in the Electronic Games Industry.

## EXPERIENCE

**Red Storm Entertainment** ..... **2003-Present**

### Senior UI Artist (2006-Present)

*America's Army: True Soldiers* (Xbox 360)

- Responsibilities included UI art tasks as well as managing schedules and workflow issues for a team of UI artists for multiple projects.
- Published title: *America's Army: True Soldiers* for Xbox 360

*Ghost Recon Advanced Warfighter 2* (Xbox 360)

- Responsibilities included UI art tasks as well as managing schedules and workflow issues for a team of UI artists for multiple projects.
- Published title: *Ghost Recon Advanced Warfighter 2* for Xbox 360

### UI Artist (2003-2006)

*Rainbow Six Lockdown* (PS2, PC)

- Produced interface graphics, icons, and briefing videos for *Rainbow Six Lockdown*.
- Published title: *Rainbow Six Lockdown* for PS2 and PC.

**iEntertainment** ..... **2002**

### Artist (Contract position)

*Warbirds 3* (PC)

- Produced visual effects for *Warbirds 3*.
- Published title: *Warbirds 3* for PC.

**iROCK Games** ..... **2000-2002**

### Artist

*Savage Skies* (PC, PS2, Xbox)

- Created logos, interface graphics, and effects (weapon shots, explosions, etc.) for *Savage Skies*, developed for PC, PS2, and Xbox.
- Published title: *Savage Skies* for PS2

**Random Games, Inc.** ..... **1998-2000**

### Artist

- Responsibilities included interface and general art production for PC games.
- Published titles included *Parker Brothers classic Card Games*, *Milton Bradley Classic Board Games*, *Men are from Mars, Women are from Venus CD-ROM Game*, *Scrabble 2*, and *Squad Leader*.

## EDUCATION

**Appalachian State University** ..... **1998**

Bachelor of Fine Arts in Graphic Design

## SKILLS

- Proficient in various graphics applications including Photoshop, Flash, After Effects, Illustrator, and 3D Studio Max.
- Comfortable with Actionscript for Flash and expressions for After Effects, basic knowledge of HTML and CSS.
- Understanding of print processes, conventions and requirements.