

# Andrew Weyhrich

+001 309 533 5053

[weyhrichvfx@gmail.com](mailto:weyhrichvfx@gmail.com)

Portfolio at <http://andrewweyhrich.wixsite.com/awdigitaldesigns>

## Education

**Tribeca Flashpoint College (Online)**, Chicago, Illinois, USA

Graduated June 2018

*Bachelor of Digital Art, Animation + Visual Effects*

## Software Skills

Maya; 3ds Max; Nuke; Houdini; Substance Painter; After Effects; Photoshop; Arnold

## Project Experience

**Multiple United States Government/Law Enforcement Projects**

2019-Present

*Visual Effects and Compositing Artist / Lead; 3D Content Generalist*

- On set visual effects supervision
- Compositing footage of law enforcement training scenarios onto a multi-screen simulator
- Creation and implementation of 3D assets and environments
- Creation of 3D animations and animatics for online training platforms

**"Agent 355"** - Short Film

2018

*Art Director*

- Creation of pre-production CG models
- Leading a team to produce the production designer's vision
- Aiding in set dressing and prop rentals

**"Thrill Ride"** - Feature Film

2015-2017

*Animator, Visual Effects Artist, Compositor*

- Assisted with initial animatics
- Animated and composited a dragon in multiple shots
- Created fire simulation used for the dragon's fire

**"Chicago Rot"** - Feature Film

2014-2015

*Compositor*

- Clean up of plate shots
- Composited lightning elements into multiple shots
- Tracking of elements for replacement
- Color correction

## Work Experience

**VirTra Systems**, Tempe, Arizona, USA

2019-Present

*Visual Effects and Compositing Artist / 3d Content Generalist*

- Compositing video assets to create immersive law enforcement training scenarios
- Assisting with on set and on location video productions
- 3D modeling, rendering, and digital camera animation

**Protoculture**, Chicago, Illinois, USA

2015

*Motion Graphics Intern*

- Responsible for creating 2D and 3D assets for animators
- Responsible for learning the local pipeline, correctly labeling assets, and file organization
- Animation and compositing of assets to be used in future projects