

# ANDREW WEYRICH

FAIRFAX, VA | AWEYRICH@GMAIL.COM | 703.400.3296 | WWW.ANDREWWEYRICH.COM

## 3D ANIMATOR

Maya Environmental Modeler

Creative Thinker

Game Creator

## WEB DESIGNER

Creative Suite Ninja

Friend of Programmer

Usability Expert

## MOBILE DESIGNER

Smartphone and Tablet UIs

Gadget Guy

App Store Guideline

## INSTRUCTIONAL DESIGNER

ISD and Training Expert

Requirements Sticker

Discussion Starter

**Hire me.** Here's why!

**PORTFOLIO:** <http://www.AndrewWeyrich.com>  
The proof is in the pudding - 120+ examples of my web, mobile and 3D design work. Stop reading this resume immediately and go to the website above!

### MY PASSION:

My passion is the user and improving the User Experience and design of digital products by taking programmers work, arduous technical processes and business rules and making them easy to use, fun, colorful, and immersive through great design.

### JOB OBJECTIVE:

To work full-time as a Senior UI UX Web and Mobile Designer with the Adobe/Autodesk Suites to build the UIs and Usability for Websites, Mobile Apps & 3D Models for Video Games / 3-D Instructional Design and 3D Gaming, Training, Animation and Simulation.

### CLEARANCE:

Active TS/SCI (FSP& CI Poly expired)

### EDUCATION:

Masters of Arts in Interdisciplinary Studies: 3D Technologies  
College of Arts and Sciences, GMU, May, 2002. 3.75 GPA.

George Mason University, Fairfax, VA, May, 1998. 3.2 GPA.  
B.S. Degree in Marketing, School of Management

Adjunct Faculty: Spring 2000 - Summer 2006, 10 semesters:  
George Mason University. NCLC 345: Intro to Multimedia.

Taught 25 undergraduate students the fundamentals of Design and proficiency in Photoshop, Dreamweaver and Flash.

### CULTURE FIT:

Type A, ENFJ, Communicative, Detailed, Big-Picture, Collaborative, Flexible/Self-less  
Will work on either govt. or commercial work.  
Done both: (9 years govt, 9 years comm).  
I have a mix of creative, business & tech skills.  
That can be rare to find. You found me :)  
In the design/web 3D/biz - if you don't learn new skills - no one loves you. I learn from Lynda.com.

### SOFTWARE SKILLS:

WEB: Dreamweaver CC | Flash CC | Muse CC  
Animate CC | HTML 5 | CSS | 508 Compliance

GRAPHIC DESIGN: Photoshop CC | Illustrator CC  
TypeKit CC | Animate CC

UI UX: Adobe Project Comet | Axure 7 |  
Fireworks CC | Balsamiq

SOUND & VIDEO: Audition CC | Premiere CC |  
Media Encoder CC

3-D MODELING & GAMING: Maya 2016 |  
Vue 2016 xStream | Plant Factory 2014  
Poser Pro 11 | City Engine 2012 | Unity3D 5.0

PREFERRED WORK PLATFORM: Windows 10 or 7  
OFFICE: Acrobat Pro XI Pro | MS Office 2016

REMOTE WORK TOOLS: 15 Screen Graphics Workstation  
<http://www.andrewweyrich.com/skillsets.html>  
Skype, Google Hangouts, Slack

Portfolio: [www.AndrewWeyrich.com](http://www.AndrewWeyrich.com)

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## Skills by Project Type Summary

### 3D MODELING & 3D INSTRUCTIONAL DESIGN

Built over 400 3D Models in Autodesk Maya / Built 10s of Animations / Several 3D 'Scenarios'

15+ Years 3D generalist/modeler, animator, textures, rendering, dynamics, cameras, effects

I love building models based on real imagery using Maya and outdoor environments in Vue

Have managed 3D Projects from concept to final production

Fluent in Maya, Vue, PlantFactory, Poser and CityEngine

Created 3D Models, Simulations, Scenario Based Training, Instructional Design etc

Design 3D ISD - Simulation Scenario e-learning courses for students using LMSes, Adobe Flash

Worked with Javascript/C++ Programmers to make my models interactive using Unity3D

Designed the concept, story, requirements, model assets, audio, post production for games

### MOBILE DESIGN

Have built the GUIs for 10 Mobile Apps. Not a programmer/developer - front end design only

Have made apps that have over 100,000 commercial downloads

Submitted apps to both the Android and iPhone app stores

Use minimalistic utility approach (nail 1 feature per screen) when designing mobile apps

Have made apps for tablets as well. Do a lot of app QA testing on devices

Know the resolutions of various gadget sizes and SDK guidelines

Work closely w/ Objective-C (iPhone) & Java (Android) programmers who code my screens

Know ASO - App Store Optimization to get apps positive ratings, higher rank, downloads

Written detailed requirements for whole smartphone apps

### WEB DESIGN & UI/UX & Usability

12 Step UX Process: Define the User, User Environment, Segmenting, Navigation, Content Audit Flow, UI Prototype, 508/Jaws, User Feedback, Use Case Test Scenerio, Testing, Launch, Outreach

Designed or redesigned over 100 websites. Eye for Good Color, Typography, Layout, Flow

Adobe Creative Suite Guru - Photoshop, Dreamweaver, Flash, Fireworks, Muse etc

Written requirements based on client's needs. Stock Photography & Icon Guru

Worked w/ back-end web programmers to implement my front-end design with their code

Designed HTML 5 sites using Muse that feature responsive design to adapt to any screensize

Passion for redoing screen flow, navigations, data fields, user text input, help systems, content

Create CSS Rules for CSS files to give to the programers to implement the websites style

Studied and adhere to the principles of Jacob Nielsen - biggest guru of usability design

Conducted User Use-Case Test Scenarios and Implemented Feedback

Portfolio: [www.AndrewWeyrich.com](http://www.AndrewWeyrich.com)

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**18 YEARS OF WEB DESIGN, MOBILE 3D EXPERIENCE (9 YRS DEF CONTRACTOR, 8 YRS CORP, 1 YRS FREELANCE)**

## **Evolve 24 March 2016 – Present**

Implementing from scratch a full UI UX Process regarding a big data web application that has hundreds of clients and users  
Defining UX Defects in the flow of the application and increasing usability  
Redesigning a new skin for the application

## **SENTEL/Brilliant Innovations Corp Feb 2015 – Sept 2015**

Designed [www.BrilliantInnovationsInc.com](http://www.BrilliantInnovationsInc.com) HTML 5 and Parallax Scrolling website  
Designed the UIs for 10 software products and websites, Video, Print for Internal Marketing efforts for tradeshow.

## **CoreLogic April 2014 – Feb 2015**

Redesigned a Commercial Web product (used by 700,000 real estate agents) from a legacy and unusable design and redesigned the product into a modern and usable UI  
Redesigned UI, Colors, Navigation, Fonts, Layout, Content Placement and Size.  
Worked with ASP.net programmers to provide modern designs and CSS rules for them to implement into the new prototype design

## **CACI December 2013 – April 2014 Mobile UI Designer**

Mobile UI Designer that designed 5 mobile apps from scratch for Department of Justice  
Worked with Government stakeholders to create a DOJ Jobs Mobile app to increase awareness of DOJ and internal lawyer hiring  
Worked with Mobile Java and iOS Programmers on my team to take their Android/iOS code and integrate my front end mobile UIs  
Prototyped UIs of future DOJ mobile app UIs that showed the Art of the Possible for future mobile initiatives.

## **Booz Allen Hamilton Feb 2013 – Nov 2013 UI/UX Expert**

Usability Expert and 3D Modeler for a Military Planning Simulation  
Oversee the User Experience and Usability of 20+ Internal Web Applications  
Write Style Guides to standardize design, fonts, brand and technical specifications within govt enterprise  
Markup Programmers screens to add instructional text, white space, navigational improvements & graphic design.  
Application testing with use-case test scenario, user feedback.

## **3D Simulation Project (Classified)**

Work with existing 3D GIS Terrain and building models and add 3D models and interactivity to them using Maya  
Work with a programmer to integrate 3D meshes, textures and cameras into Unity3D and WebGL to give a gaming platform for the end-user to use.

## **DS Federal/NIOSH October 2012 – January 2013 (3 Month Freelance Contract - finished the work & it was over)**

Worked for DS Federal as a 3D contractor building all of the models for a government client called NIOSH. It was a traffic simulation for the government based off of a real Maryland Intersection (Rockville Pike and Shady Grove). I built all of the actual buildings, stores, intersections, roads, cars and entire overall model environment in the game. I used actual photography and video as my reference images. The game was then programmed up by a programmer in Unity 3D. [Play the Driving Simulation](#) (30 sec load time - use the arrow keys on your keyboard). Tools: Maya, Vue, Photoshop, Unity3D

## **BAE Systems/OctoConsulting/NGA (client) November 2008 – July 2012 - Utilize Top Secret Clearance, TS/SCI**

**Biggest Accomplishment: Took an 8 year old website, designed up 7 new design mockups – pitched them to the government and deployed 1 new design across 3 security levels. Updated over 100 pages of old content into new design and content.**

- Work as a Web Designer in a Technical Library where I am responsible for the redesign of internal library website intranets.
- Interface with the government customer taking down requirements and content requests.
- Usability testing with users and daily maintenance over 3 website security levels
- Creating 6 New Front-end Designs for internal users to interface with. - Write web design and usability requirements.

### **Octo Portion of NGA Contract**

- Tasked to write requirements and create a visual proof of concept for a Knowledge Wall for NGA.
- Created Front-end User Training Initiatives and trained Govt. Personnel on how to use Knowledge Wall NOC Tool.
- Created widget graphical visualization based on database data that showed various internal NGA business processes and enterprise data.

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**IBM (contractor) / TSA (client) / DHS** June 2008 – October 2008. Utilize TS/SCI Security Clearance

**Play Game: Biggest Accomplishment: Took government processes on paper and made a fully 3D and interactive 10 min. training video game/airport simulation tester in just 5 months.**

-Created a Video Game called 'Airport Matters' for TSA to simulate checkpoints and passengers using Maya 2008, Poser 7, Flash & Premiere.

-Employed Concept Generation, Drawing Storyboards, Sound/mood, Storyline Scripts, Voiceovers, Asset Lists

- Built an airport, checkpoints, machine models, close up character zoom-ins etc.

-Mood of the game was designed around textures, lighting, sound, story line, voice-overs etc.

**L-3 Communications (contractor)** Feb 2008 – May 2008. Utilized Clearance. Created a website for a DoD DESKES Program. [Website.](#)

**TMA Resources, (contractor)** McLean, VA July 2007 – February 2008.

[View 9 Dot Net Nuke Skins.](#) [View the Abstracts Application.](#)

**Biggest Accomplishment: Redesigned an entire application's GUI, created a style guide for the organization and made 9 design containers for their CMS system.**

-Designed new GUIs for their backoffice application 'Personify'. Took data screens & made them into designed user flows for clients to use.

-Introduced a Style/Design guide of best-practices for the programmers to use when building their own websites.

-Created Skins, Containers, Icons, Navigation Systems, Progress Meters, and General Buttons for their Dot Net Nuke Abstract App.

-Created marketing materials and Front End Flash Animations for the company to use to promote different initiatives.

**Freelancing Work: Alcosys, (Contractor) Arlington, VA** March 2007 – July 2007 (freelance) [View Website](#) & Redesigning their entire websites plus adding Flash. This was a freelance position. I did both of these websites this from my home studio

**Federal Bureau of Investigation, (Contractor)** June 2006 – Dec. 2006, Contract Position w/ AIS Fed. Top Secret Clearance Utilized

**Biggest Accomplishment: Created a Flash Application, Print Brochures and Technical Visualization Diagrams for the FBI's Internal IT Training Program (Unclassified).** - [See the Flash Application I Designed and Built.](#) - Made revisions to website based on feedback & technical requirements adhering to 508

**PictureZoo.com.** 7/05 – 4/06: PictureZoo.com is a website that allows people to share and sell their pictures and videos. The project was funded for 9 months by Innovative Management Concepts. Dulles, VA. Top Secret Clearance Utilized on side projects by IMC.

**Biggest Accomplishment:** Developed the design, idea, name, brand, positioning, pitch for the management team. .

- Worked with KeywordRanking.com to design/launch Search Engine Optimization and Pay Per Click Ad campaigns.

**M.C. Dean Inc, Senior Web Designer,** Dulles, VA 6/03 -7/05.

**Biggest Accomplishment:** Built 35 unique websites for M.C. Dean. I built a whole intranet system and redesigned their "dot com" website.

- Managed and developed an intern and her projects. I taught her how to develop technical requirements.

- Created 3D animations, brochures, static websites, flash animations and navigation systems.

- Print Design: This can be seen above. I took the clients requirements and created a 4 page designed spread.

[See these Sites.](#)

**George Mason University:** 8/99 – 5/02 Web Designer & Webmaster. Over three years of Grad School I was the Web Designer & Webmaster for: GMU Housing Dept., New Century College, Communications Dept. I re-designed all their websites & maintained the server.

**Freelancing:** 2 Years of 100% fulltime freelancing. Once I graduated grad school, from 5/02 to 6/03 & 8/98 - 8/99.

[View Websites.](#)