Andersen Wood

Production Assistant

CONTACT

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Open to Relocation

EDUCATION

Texas A&M University

B.S. in Visualization
Received December 2024
Minor in Graphic Design
GPA: 3.9

Organizations

- A&M ACM SIGGRAPH
  - President
  - Animation Mentor
- Visualization Industry Fair
  - Event Management Lead
- College of PVFA
  - Senior Student Rep
- SIGGRAPH 2023 & 2024
  - Student Volunteer

Proficient in:

- Microsoft Office Suite
- Google Suite
- Miro, Jira
- Autodesk Maya
- Adobe Creative Cloud
- Python, Java, C++, MEL, HTML, Javascript, CSS
- SideFX Houdini
- Unreal Engine 5

Awards:

- BAM! Animation Festival Finalist (2024)
- Viz-A-GoGo 31 Best In Time-Based (2024)
- Distinguished Graduate (2024)
- Bill Jenks Viz Lab Spirit Award (2024)
- Outstanding Visualization Undergraduate (2024)
- Dean's List (2022-2024)

EXPERIENCE

VISUALIZATION PRODUCTION MANAGER: A&M COLLEGE OF PVFA

August 2022 - Current

- Directed teams of students in the planning and execution of program events including research symposiums, art exhibitions, & creative competitions.
- Helped facilitate the curation of over 1000 student submissions for the Viz-A-GoGo 31 Exhibition as well as direct the 2024 Visualization Research & Creative Works Symposium.

PROJECT MANAGER: "SPOOKY SHORT" INDIE ANIMATED PROJECT

August - December 2024

- Created production management materials within Jira as part of a research project in optimizing production timelines. Final project was completed ahead of time without crunch or reduction of scope.
- Authored procedural rigging scripts to automate the rigging process, allowing for easier animation down the line.

ASSOCIATE PRODUCER: VIRTUAL PRODUCTION SUMMER COURSE

May - August 2024, Connected to Visualization Production Manager Role

- Facilitated planning for all production travel, lodging, and food for a two-week shoot on Stray Vista Studio's LED Volume.
- Filmed and edited short-form video for the school's social media, including shots integrating the volume. Shot on Canon and Sony cameras.
- Created production management templates for the student teams to assist their individual productions.

DIRECTOR: CHILLENNIUM

August 2021 - May 2024

- Chillennium is the world's largest student-run game jam that welcomed nearly 300 participants in 2024. The event also welcomed a group of nearly 50 industry mentors. Began as Event Management Lead in 2022.
- Managed finances, coordinated marketing to over 30 different universities and nearly 20 sponsor companies, secured venue and catering, led volunteer trainings and regular committee meetings.

DIRECTOR: GIGAJAM

January 2022 - August 2024

- Took the event from a single-school competition with 17 participants in 2022 to a global event with 7 different schools and over 100 participants in 2024.
- Led weekly meetings for volunteers, organized a panel of industry judges to review participants' work, and facilitated opening/closing events.
- Coordinated with other student SIGGRAPH chapters across the country to vastly expand the event for 2024.

SUMMER INTERN: BOWDARK CONSULTING INC

May - August 2022

- Managed company social media accounts and developed a solution to produce content on a daily basis. This led to a 20% boost in followers over 3 months.
- Developed graphics and produced marketing collateral for the company's new marketing campaign. This included the creation of logos for new products.
- Coordinated Bowdark's presence at the SAPinsider 2022 conference in Las Vegas.