

ANDREW PAVLICK

FULL-STACK WEB DEVELOPER & CONTENT CREATOR

Sharpsville, PA
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PROFESSIONAL PROFILE

Full-Stack Web Developer and artist with expertise in front and back-end web development, 3D / multimedia content creation, project management, requirements analysis, training and stakeholder relations. Enthusiastic with strong technical, organizational, analytical, problem-solving, communication and relationship management skills.

RECENT PROJECTS

WAR ON TERROR MEMORIAL

- Search Veteran service records, read user submitted stories, and tour the virtual memorial in 3D/WebGL on Desktop and mobile platforms.
- Live Site: <http://virtualmemorial.herokuapp.com>
- Repo: <https://github.com/andrewPavlick/WOT-VirtualMemorial-SPA>

DISC GOLF GAME MANAGER

- Create or join existing games and update player scores in real-time across devices. Save your match to renew your bragging rights in-between your time on and off the course.
- Live Site: <https://disc-golf-at-buhl.netlify.com>
- Repo (Front-end): <https://github.com/andrewPavlick/Disc-Golf-at-Buhl>
- Repo (Back-end): <https://github.com/andrewPavlick/Disc-Golf-at-Buhl-Server>

CAREER HISTORY

CREATE AT ANDREW PAVLICK OWNER/OPERATOR

JUN 2013 - PRESENT

- Provided Full-Stack web development services for the "War On Terror Foundation". Creating the front-end experience with HTML5, CSS3, Javascript, jQuery, and three.js/WebGL. Back-end technologies included Node/Express.js, MongoDB.
- Created architectural visualizations using WebGL, panoramic video, and rendered still graphics for both the Valley Shenango Economic Development Corporation.
- Update existing content, revised character pipeline and created custom characters for SpeechPathology.com.
- Provide contractor services for custom 3D content creation including characters, props, environments, architectural visualization, and consulting.
- Supported client visions through consulting including requirements gathering, time estimates, client calls, and mentoring junior artist.

ENYX STUDIOS, LLC

MAY 2015 - AUG 2015

CO-FOUNDER & LEAD ARTIST

- Led the development of their first title, "Unholy".
- Performed character creation, rigging, and animation, along with prop, and environment modeling, and set dressing.
- Developed the title for both the Xbox One, PlayStation 4, and PC.
- During development, the title was placed on Steam Greenlight and in less than 24 hours was in the top 100 titles and finished in 5th place out of over 2000 titles.

LOGICJUNCTION

MAY 2008 - FEB 2015

3D ARTIST

- Collaborated with multiple clients in creating 3D/multimedia content.
- Created multiple custom characters and animations for SpeechPathology.
- Recorded motion capture for a prototype fitness application by Bodies Done Right.

- Optimized CAD assets for 3D rendering for Fresenius Kabi training simulation for a new infusion pump being introduced to the U.S. market.
- Created promotional material ranging from print to motion graphics.
- Design character pipeline to enable the use of the same rig across characters, sharing of animation, and optimization of the deformation skeleton for use on both mobile and desktop platforms.

PITTSBURGH CENTER FOR THE ARTS
PART-TIME INSTRUCTOR

DEC 2007 - JAN 2011

- Created introductory and special topic courses in 3D content creation. Topics covered core concepts in modeling, animation, lighting, rendering, & interactive graphics.

ADDITIONAL CAREER HISTORY:

CONTRACT ARTIST

TECHNOCARIB

DEC 2007 - FEB 2008

PROFESSIONAL QUALIFICATIONS

TECHNICAL

HTML5 • CSS3 • JavaScript ES5 / ES6 • jQuery • NPM • Webpack • Node.js • Express.js • Mongo • REST APIs • Socket.io • WebGL • React.js • Redux • Git

CREATIVE

Maya • Blender • Unity3D • Substance Painter / Designer • Zbrush • Adobe Photoshop • After Effects • Illustrator • Affinity Photo / Designer

EDUCATION

Full Stack Web Developer

Thinkful

2017

- Six-month intensive program learning and applying full stack technologies, such as React, Redux, Express, MongoDB, CRUD and RESTful architecture, MVC, data structures and algorithms. Through assignments and capstone projects.

Bachelor of Arts in Digital Arts

Bowling Green State University

Sept 2004 - Aug 2007

- Comprehensive program in computer animation, video, imaging, and interactive multimedia. Using state-of-the-art hardware and industry standard software, students focused on creative expression and exploring the possibilities provided by digital technology.

LEADERSHIP & AWARDS

- Placed Top 10 Pittsburgh's Tech Council CREATE Festival – Gaming & Education Category.
- Participant in the eCenter's Millennial Spark program offering introductory courses into 3D content creation.
- Featured as a regional photographer at The Butler Institute of American Art.
- Served as Co-founder of the Shenango Valley Entrepreneur Meetup group.