

ANDREW RODENHISER

ANIMATION INTERN | 3D Modeler, 3D/2D Animator, Video Editor

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LinkedIn profile: <https://www.linkedin.com/in/andrew-rodenhiser-4820911a2/>

Portfolio: <https://www.rodeydesigns.com>

Summary

Graphic Design and Media Arts Summa Cum Laude Southern New Hampshire University graduate with concentration in 3D modeling and animation. Conscientious, hard-working, and creative. Has growth mindset and is excellent in handling and implementing constructive feedback.

Professional Experience

Two Robots Studios

Remote 3D Animator and UX Writer

Richmond, VA

03/2025 – 05/2025

- Animated 3D version of existing 2D animated scene for opening movie of Two Robots Unleashed video game, with special effects.
- Playtested Two Robots Unleashed video game at least once a week, at most several times a week.
- Discovered bugs in the Two Robots Unleashed video game and reported bugs to game's creator.
- Collaborated with game's creator on Google Doc document that contained my written constructive feedback for the Two Robots Unleashed video game.
- Worked a total of 15 hours writing UX ideas for Two Robots Unleashed, reporting and screenshotting bugs, not counting 1.5-hour playtest sessions every Friday.

New England Coastal Wildlife Alliance (NECWA)

Remote Animation Intern

Middleboro, MA

04/2024 – 10/2024

- Created 3D animated videos with voice acting about New England marine wildlife and how to protect it. Modeled, textured, and rendered characters and scenery in videos. Rigged and animated characters in videos. Voiced a character: Mo the Mola, in one of the videos.
- Designed rough sketch storyboards for 3D animated videos.
- Met weekly on Zoom with NECWA president and founder as well as other animation interns to present video ideas and progress. Received and gladly implemented feedback from NECWA president and founder.
- Collaborated with another animation intern on an animated video called "Torpedo Dance".

- Uploaded animated videos to NECWA Intern Google Drive folder.

Personal Project

3D Animated Short Film Creator

Merrimack, NH

07/2023 – 10/2023

- Developed storyboard, modeled, textured, and rendered characters and scenery for a 5+ minute short film. Rigged and animated characters in film.
- Used still image of black and white spiral with decreased opacity and rotation keyframes to simulate traveling through wormhole.
- Utilized AI technology for title card at beginning of film and picture frames hanging in main character's house, designed a fictional app interface featured in film, and rendered high-resolution scenes.
- Compiled video with audio clips, transitions, and included volunteer voice recordings.
- Uploaded film to personal YouTube channel "Andrew Rodenhiser".

JL Detailing Solutions LLC

Remote Logo Designer

Wales, MA

06/2023

- Created multiple logo concepts, refined based on client feedback, and finalized the logo with chosen color schemes.
- Maintained daily communication for design requirements and feedback through the Fiverr platform.

Childhood Cancer Society (CCS)

Remote Animation Intern

Wayne, NJ

06/2022 – 12/2022

- Worked alongside other animation interns and project managers to create 16 3D animated videos with storyboards. Modeled, textured, and rendered characters and scenery in videos. Rigged and animated characters in videos.
- Communicated with other interns and CEO of CCS using Discord and met twice a week on Zoom to present video ideas and progress. Received and gladly implemented feedback from the head of art department, other animation interns, and CEO.
- Uploaded animated videos to CCS Intern Google Drive folder.
- Social media interns uploaded videos to CCS YouTube channel "AdventureTed TV".

Lil' Iguana's Children's Safety Foundation (LICSF)

Remote Animation Intern

Nashua, NH

01/2022 – 02/2022

- Animated virtual safety lessons featuring Lil' Iguana characters. Lessons were decided by founder of Lil' Iguana.
- Designed backgrounds for virtual safety lessons.
- Coordinated regularly with the creative director using Zoom. Received and gladly implemented feedback from creative director.
- Uploaded animated videos to LICSF Intern Google Drive folder.

Franco-American Centre (FAC)
Remote Graphic Design Intern

Manchester, NH
10/2021 – 12/2021

- Created 3D animated videos with voice acting, as well as storyboards and promotional materials including a Christmas card and Twitter page image. Modeled, textured, and rendered characters and scenery in videos. Rigged and animated characters in videos. Was the first intern to introduce 3D to the FAC's videos.
- Communicated with executive director of FAC, office manager of FAC, and other interns weekly on Zoom and presented video ideas and progress. Received and gladly implemented feedback from executive director and office manager.
- Uploaded animated videos to FAC Intern Google Drive folder.
- Social media interns uploaded videos to FAC YouTube channel "Franco-American Centre of New Hampshire".

Education

Animation Mentor

Introduction to 3D Character Modeling P2 12-Week Workshop

Emeryville, CA
06/2024 – 09/2024

Animation Mentor

Introduction to 3D Character Modeling P1 12-Week Workshop

Emeryville, CA
01/2024 – 03/2024

Southern New Hampshire University

Manchester, NH
01/2018 – 09/2021

Skills

Design Skills

3D modeling, texturing, lighting, rendering, rigging, retopology, UV unwrapping, animation, art, character animation, motion graphics, computer animation, 3D animation, digital sculpting, 2D animation, illustration, illustration design, writing and editing, video editing, animation design, graphic design, UI design, animation pipeline understanding, drawing, storyboarding, desktop publishing, photo editing, presentation, games, game development, gameplay design, video creation, logo design, UX writing.

Program Skills

Proficient at Blender, Adobe Photoshop, Illustrator, After Effects, Premiere Pro, and YouTube video creation. Also knows Adobe Creative Cloud, Autodesk Maya, Adobe Animate, Adobe Media Encoder, Adobe Acrobat Pro DC, ZBrush, Zoom, social media platforms, Google Drive, Google Docs, Discord, InDesign, and Microsoft Office. Has previous experience with Autodesk Mudbox, 3ds Max, Unity, and Adobe Substance 3D Painter. Experienced in C++ with foundational knowledge, last actively used in 2017. Experienced in C# with Unity API, last actively used in 2019.

Soft Skills

Self-motivation, brainstorming, cheerful outlook, dependability, empathy, inclusiveness, verbal communication, responsiveness, prioritization, communication, computer literacy, time management, trustworthiness, collaboration, skilled at completing projects accurately, innovation, critical thinking, storytelling, strong work ethic, detail oriented, teamwork, research, receptive to constructive criticism, note-taking, resume writing.

Certifications and Recognitions

Certificate of Distinguished Scholar

Southern New Hampshire University

April 30, 2022

Issued by Jennifer S. Batchelor, DMgt Senior Vice President, Southern New Hampshire University

Summa Cum Laude

Southern New Hampshire University

September 01, 2021

Licenses

Creative Cloud All Apps 100GB

Microsoft 365 Family

ZBrush 1 Year