

Andrew Rushakoff

3D Generalist

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EDUCATION

BS Computer Science - University of Massachusetts Boston
Sept 2016 - Dec 2021

BS Computer Animation - Full Sail University
Aug - 2012 - Dec 2014

SKILLS

Software

Maya	
ZBrush	
Unreal Engine	
After Effects	
Photoshop	
Cascadeur	

Programming Languages

Python	
Bash / Shell	
Java	
JavaScript	
C++	
Solidity	

Experience With

Motion Capture
Node-based Animation Editors
Procedural Modeling
Realtime Development

PROJECTS

Project Ludus - Modeling, Animation, and Programming for 3rd person arena fighting game being developed in Unreal Engine 5

Atlantic Edge - Modeling, Animation, and Programming for VR game developed for HTC Vive programmed in Unreal Engine 4, released on Steam Early Access

PROFILE

Passionate digital artist, bringing several years of practice, and a strong programming foundation. Strong attention to detail, highly motivated, and thriving in both a team and independent work environment.

WORK EXPERIENCE

Freelance, Art of The Rush

JAN 2015 - PRESENT

- **VR Developer** creating virtual reality games for HTC Vive using Unreal Engine 4
- **Asset Artist** creating on demand 3D digital assets using ZBrush, Maya, and Photoshop.
- **Video Editor** creating promotional videos for medical nonprofit (PsyConOps) and government contractors (Polaris Sensor Technologies, Dynetics Inc.) using Adobe After Effects and Premier.

Lead Artist, NFTracker

SEP 2021- PRESENT

- **3D Asset Artist** creating distributable 3D brand content using Maya and Photoshop.
- **2D Asset Artist** creating logos, gifs, and marketing 2D brand content using Photoshop and After Effects.

ASSOCIATIONS

IGDA - International Game Developers Association

TechLatino - Latinos In Information Sciences and Technology Association