MAYET M. ANDREASSEN
(240) 476-7261 Email: Mayetb@gmail.com URL: www.mayetbellartist.blogspot.com

MAYET M. ANDREASSEN
3D ARTIST – 2D ARTIST – EDUCATOR

EDUCATION

2003 – 2006	**M.F.A., School of Animation and Visual Effects**, *3D Modeling and Texturing*
	Academy of Art University, San Francisco, CA
1995 - 1999	**B.F.A., College of Art and Design,** *Major – Media Arts (2D Animation), Minor – Illustration*
	The University of the Arts, Philadelphia, PA

SKILLS:

SOFTWARE	TECHNICAL	TECHNICAL
Maya	2D/3D Layout	Animatics
3DS Max	Digital Illustration	2D Animation
ZBrush	Hi Poly Modeling	3D Animation
Photoshop	Lo Poly Modeling	Photo Retouching
Illustrator	UV Unwrapping	Canvas (LMS)
After Effects	Digital Matte Painting	
Premiere	Rigging	
Brightspace (LMS)	2D Character Design	
Substance Painter/Designer	Storyboarding	

PROFESSIONAL EXPERIENCE – ACADEMIC

2022 - Present	**Associate Program Director, BS Visualization, and Instructional Assistant Professor, Texas A&M University**
	I currently hold a full-time position in the School of Performance, Visualization and Fine Art at Texas A&M. I have the position of Associate Program Director where I work on curriculum updates and work with incoming and current students to achieve success. I teach Game Development, and Animation courses, as well as a Digital Art Theory class. Other courses include Summer Industry Course with Disney Studios in Summer of 2019, with Industry mentors from several different studios, including DreamWorks, Disney, and BlueSky in Summer 2020 and 2021, and with Dreamworks Animation Studios in 2022.
2020 - 2022	**Instructional Assistant Professor, and Internship Coordinator, Texas A&M University**
	I currently hold a full-time position in the esteemed Visualization Department where I teach Game Development, and Animation courses, as well as a Digital Art Theory class. Other courses include Summer Industry Course with Disney Studios in Summer of 2019, and with Industry mentors from several different studios, including DreamWorks, Disney, and BlueSky in Summer 2020. I also managed the Viz Industry Fair as Faculty Lead to the student run committee, and internship coordinator, where I gave students advice on their portfolios, resumes, and facilitated the paperwork for their internships.
Spring 2021	**Lecturer, University of Texas, Austin**
	I am taught an online Portfolio Development class.
2018 - 2020	**Lecturer, Texas A&M University**
	I currently hold a full time Lecturer position in the esteemed College of Visualization where I teach Game Development, and Animation courses, as well as a Digital Art Theory class. Other courses include Summer Industry Course with Disney Studios in Summer of 2019.
2018 – 2019	**Instructor - HOFT House of Tutors Game Design and Development Lab**
	I am the current art instructor at the game Design and Development Lab. The lab is a vocational program that focuses on helping students with previous 3D, design, and coding experience get game team production and development experience by creating a fully

functional game that will be published on Steam. I help guide the art students towards a professional and polished portfolio and with feedback on assets in-game.

2011 –2018	**Associate Professor - Full Time, The Art Institute of Austin**

I helped train fellow Faculty on a new LMS system called Brightspace. I taught several advanced Autodesk Maya classes, and 2D Background, Design and Layout and Character and Object Design. I was the co-head of the Faculty Development committee for over a year, and currently serve on the technology committee.

Classes:

- Portfolio Foundations
- Animation Portfolio Production
- Animation Portfolio
- Animation Studio
- 3D Character Animation
- Animation For Production
- Storyboarding

- 3D Visual Effects
- Background Layout and Design
- Production Team
- Game Design and Game Play
- 3D Character Rigging
- Character and Object Design

2017 - 2018	**Teacher, GameWorlds After School program**

Helped teach 8 - 13 year old's game design for a video game they are designing in an 18 hour after school game design and creation program.

2016 - 2017	**Adjunct Faculty, Gemini School of Visual Arts and Communication**

I taught Storyboarding and Gesture Drawing for a semester. Students are college age.

2015 - 2016	**Consultant/Teacher, GameWorlds Summer Camp**

Help create artist tutorials for students of the camp and helped teach Photoshop and 3DS Max. Assisted Team Leads as needed in helping children prepare and create their video games.

2010 – 2011	**Adjunct Faculty, Art Institute of Austin**

I taught 3D Animation (Rigging) and Animation Studio 5 (Final Project); I have taught, Animation Studio II (Character Animation) & Animation Studio 4 (Production Pipeline)

2000	**Intern Counselor/Teacher, John & Mike Serpentelli's Animation 'Stewdio'**

Instructed 10-30 student's ages 5 to 15 in various animation techniques such as stop motion, traditional 2-D, cell, paint and sand-on-glass, clay-mation and cut paper animation.

PROFESSIONAL EXPERIENCE – NON - ACADEMIC

2018	**Book Cover Design, Project Future Institute**

Currently designing a book cover for a non-profit company located in Denver, CO

2017	**Logo and Bookmark Design, Project Future Institute**

Created several different versions of same logo and designed a bookmark for a non-profit out of Denver Colorado called Project Future Institute

2016	**Freelance Commissioned Artist, Traditional Medium, Individual Client**

I was commissioned to create graphite on Bristol board portrait for a client.

2012 – 2013	**3D Artist/Voice Actor**, "**The Last 40 Miles**"

3D asset modeler and a voice actor for a short animated

2012 - 2013	**Concept Artist**, **Feed the Goat Game, Daydreams Interactive**

Worked on a mobile/tablet Game creating concept art for level design.

2009 **T-Shirt Design Artist, MBell Designs**
I created & designed a series of T-shirts that can be purchased online through spreadshirt.com

2005 - 2009 **3D Modeler and Texture Artist, Visual 'Affects' Productions** *(Internship)*
Props, environment and character modeler and texture artist for a video game mockumentary called *No Continues.*

2008 **Contract 2D & 3D Artist, Zynga Games**
Created art assets for 8 MMO games through the use of digital painting, 3D modeling and texturing, matte painting and photo compositing.

2008 **Freelance UI Artist, TimePlay**, **Inc.**
Designed UI Mocks in 3D and 2D using Maya and Photoshop for a new interactive cinema game concept.

2007 – 2008 **Front End Artist, 2K Sports/Visual Concepts Entertainment**
Created 3D interactive menus & props for 7 video game titles, all 7 of which are published.
Cleaned up outsourced 3D models for MLB 2K9 trophies and 2 stadiums for MLB 2K8 for the PSP

2005 & 2006 **Freelance 3D Modeler, Core Studio's, Inc.**
Modeled and textured props for 2 in-house INTEL commercials in 2005 and 2006. Props included a palm pilot, servers, furniture, buildings, an airport terminal and tower and parts of the inside of an airplane.

2006 **Concept & 3D Artist, Academy of Art University group project**
Created level design concept art and 3D props for a video game, *Project octopus,* in a group project through the Academy of Art University and directed by Todd Robinson.

2005 **Freelance 3D Modeler, CineExel Entertainment**
Created a 3D stunt model for the movie, *Internetrix (aka Nanotron).*

2003 **Web Concept Designer, Armed Forces Institute of Pathology**
Developing look & feel of a web site textbook through research, development & illustrations

2003 **Designer, Hecht Consulting**
Designed Branding Package, including letterhead and envelopes for client

2003 **Designer, Transitional Housing Corporation, Inc.**, **Washington, DC**
Created and edited a 4 minute slide show using Premiere

2003 **Art Director for Bible Camp & Artist, Christ Lutheran Church**
Created original concept designs for two murals in the church

2002 **Designer, Howard University Lutheran Ministry**
Designed look and feel of a logo and newsletter from concept to print

2000 – 2001 **Design Associate, Baron Advertising, Inc.**
Conceptualized and created storyboards, researched, illustrated a logo for an international product and created working mock-ups of sell sheets, brochures, line-cards and other collateral.

1999 **Storyboard Artist/Character Designer, givEntertainment**
Conceptualized, researched, composed and developed storyboards for various film and television projects

1994   **Design Intern, Kenner Products/Hasbro Inc**.
                       Internship through the University of Cincinnati Design Art & Architecture Program.
                       Supported Product Designer(s) in the Boy's Toy Department with character sketches for various toys, logo
                       design & assisted behind the scenes in presentations to various clients, including Lucasfilm.

VITAE

Games (MMO)

Year	Title	Role
2013	Feed The Goat	Concept Artist
2008	Space Wars	3D modeler/texture asset artist and 2D illustrator (Zynga)
2008	Football Wars	2D Photo compositor and asset illustrator (Zynga)
2008	Dope Wars	UI designer (Zynga)
2008	Heroes vs. Villains	2D designer (Zynga)
2008	Fashion Wars	2D asset illustrator (Zynga)
2008	Pirate Wars	2D asset illustrator and designer (Zynga)
2008	Kisses	2D designer (Zynga)
2008	Bumper Stickers	2D design (Zynga)

Games (Cinema Game)

Year	Title	Role
2008	Title TBD	UI Design (Timeplay, Inc.)

Games (Console)

Year	Title	Role
2008	MLB 2K9 *(Xbox 360, PS3)*	UI Artist and props modeler (2K Sports)
2008	NBA 2K9 *(Xbox 360, PS3)*	UI Artist and props modeler (2K Sports)
2008	NHL 2K9 *(Xbox 360, PS3, PS2)*	UI Artist (2K Sports)
2007	MLB 2K9 *(PSP)*	UI Artist and texture artist (2K Sports)
2007	NBA 2K8 *(Xbox 360, PS3)*	UI Artist (2K Sports)
2007	NCAA 2K8 *(Xbox 360, PS3)*	UI Artist (2K Sports)
2007	All Pro Football 2K8 *(Xbox 360, PS3)*	UI Artist (2K Sports)
2007	Project Octopus *(PC)*	2D concept artist and 3D props modeler (AAU)

Production (Film and Video)

Year	Title	Role
2005	Internetrix (aka Nanotron)	3D modeler (CineExel Entertainment)

Production (In-House company Commercial)

Year	Title	Role
2005	Intel	3D modeler (Core Studios)
2006	Intel	3D Modeler (Core Studios)

Featured Shorts

Year	Title	Role
TBD	No Continues	3D Modeler and texture artist (Visual 'Affects' Productions)
2013	The Last 40 Miles	Voice Actor

COURSES TAUGHT AND DEVELOPED

Course	Institution
VIST 305 501 Visual Studies Studio II	Texas A&M University
VIST 405 501 Visual Studies Studio III	Texas A&M University
VIST 284 701 Visualization with Techniques (Maya 1)	Texas A&M University
VIST 284 702 Visualization with Techniques (Maya 2)	Texas A&M University
VIST 284 704 Visualization with Techniques (Substance)	Texas A&M University
VIZA 613 3D Modeling and Animation	Texas A&M University
VIZA 627 Design Comm III	Texas A&M University
VIST 284 501/502 Visualization with Techniques	Texas A&M University
VIST 375 900 Foundation of Visualization	Texas A&M University
VIST 205 501/502/503 Principles of Design III	Texas A&M University
CSCE 443 500/VIST 487 500 Game Development	Texas A&M University

AET 339 Portfolio Development	University of Texas, Austin
HOFT GAME LAB – Game Art Team	HOFT House of Tutors
VEMG205 3D Modeling and Animation I	The Art Institute of Austin
VEMG215 3D Modeling and Animation II	The Art Institute of Austin
GAD130 Game Design and Game Play	The Art Institute of Austin
INT419 Internship	The Art Institute of Austin
CA353 - 3D Visual Effects	The Art Institute of Austin
CA403 – Portfolio Foundations	The Art Institute of Austin
CA417 - Animation Studio	The Art Institute of Austin
CA434 – 3D Character Rigging	The Art Institute of Austin
CA251 – Character and Object Design	The Art Institute of Austin
CA260 - Background Design and Layout	The Art Institute of Austin
CA335 - Compositing	The Art Institute of Austin
CA403 - Portfolio Foundations	The Art Institute of Austin
CA413 - Animation Portfolio Production	The Art Institute of Austin
CA423 – Animation Portfolio	The Art Institute of Austin
GAD130 Game Design and Game Play	The Art Institute of Austin
CA 265 - 3D Animation	The Art Institute of Austin
CA407 - Production Team	The Art Institute of Austin
CA404 - Advanced Rigging	The Art Institute of Austin
CA317 3D Character Animation	The Art Institute of Austin
DFVP223 - Motion Graphics II	The Art Institute of Austin
CA325 - Animation Studio 2	The Art Institute of Austin
CA401 - Animation Studio 4	The Art Institute of Austin
CA 411 Animation for Production	The Art Institute of Austin
CA120 Storyboarding	The Art Institute of Austin
Storyboarding	Gemini School of Visual Arts and Communication
Gesture Drawing	Gemini School of Visual Arts and Communication

<u>**Developed Curriculum for the following Elective**</u>
Advanced Layout and Design   The Art Institute of Austin, and Houston

PROFESSIONAL MEMBERSHIPS/AFFILIATIONS

IGDA Austin, since 2015 - Present
Women In Animation (WIA), 2021 (Present)
Member of the Association for Computing Machinery (**ACM/SIGGRAPH**) since 2012 - 2019

SERVICE and LEADERSHIP

LEADERSHIP

Spring 2020 – 2022   **Internship Coordinator and Faculty Liaison for the Viz Industry Fair** – Texas A&M
- Communicate with students, Faculty and Companies about internship opportunities.
- As the Faculty Liaison for the VIF committee, which is a student run committee, I coordinate the VIF, help facilitate students' needs, and help put together a portfolio review with professionals and other faculty prior to the Fair.
- I facilitate planning of the Viz Industry Fair.

Fall 2021 - Current	**Alumni Committee Co-Chair** - Texas A&M
Spring 2020 - 2021	**Undergraduate Committee** – Texas A&M

- Member of the committee

Spring Semester 2019	**Thesis Committee** - Faculty Advisor for final study of Dept. of Architecture Student

- Sat in on and gave advice and critique to a senior architecture student monthly thesis reviews
- Thesis entitled "*Exploring Art as architecture and Architecture as art in the posterity, representation, experience and identity of Nigerian Art*".

February 2019	**Faculty Speaker for the MSC VAC (Visual Arts Committee)**

- Spoke about my career and networking to the VAC committee and students.

April 2017 – 2018	**Faculty Trainer on new LMS system "Brightspace"**

- Beginning Spring of 217, helped to train current and new faculty on the new LMS system that was introduced, called Brightspace.
- Taught Faculty a series of training modules
- Answer Faculty questions, and assist in software, and content issues.

July 2017	**Panelist at Classic Game Fest, Austin Texas**

- Part of the Panel *"Breaking into the Video Game Industry"*, at Classic Game Fest 2017

July 2016	**Session Co-Lead for Faculty Development Day**

- "Course Competency Mapping" – Creating Projects and Lesson Plans using Bloom's Taxonomy and course competency mapping.

2013 – January 2015	**Co-Chair:** *Faculty Development Committee*

- **Helped gather data and prepare documentation for SACS Accreditation Committee Review Board of school in regard to Faculty Development**
- Organized and helped plan overall program for Faculty Development Days
- Organized small Faculty Development Sessions throughout the quarter led by various faculty members
- Contacted and helped bring in various speakers
- Ordered food and refreshments
- Led monthly meetings and wrote out meeting agendas
- Communicated meeting agendas and meeting notes with fellow committee members

1997 – 1999	**The University of the Arts**

Co-President of the African American Student Union

1998 – 1999	**The University of the Arts**

Student Body President of the Visual Arts Department

VOLUNTEERING/PRO BONO

2022 - Current	**E4 Youth** Board Member
2021 - Current	**TXMPA** (Texas Media Production Alliance) Board Member

- Education Representative

2021 - Current	**SXSW EDU Advisory Committee Panel Picker**

- Reviewed Panel Picker submissions for SXSW EDU

2019	**SXSW Volunteer – SXSW 2019**

- Volunteered for SXSW in the Exhibition Crew.
- Helped aid Exhibitors with check in and helped with the Artists Lounge and Trade Show.

2018	**Gameworlds Summer Camp and After School program – Charity event**

- Gameworlds gave away a game development session for children to a charity.
- I helped teach the game development session

2013 – 2018	**Henna Tattoo Artist Volunteer, "Eeyore's Birthday Party"**

● For the past several years, I have created henna tattoos based off of provided illustrations at the event "Eeyore's Birthday Party". Eeyore's is a fundraising event. All the profits go to various non-profits throughout the city of Austin.

2017   **Logo Design, Christ Lutheran Church, Washing ton D.C.**
● Redesigned the Church Logo and designed a banner.

2016   **"Awesome Advocacy Awareness for Cancer"**
● Volunteered as a Henna Tattoo Artist for a Cancer Awareness event. The event promoted cancer awareness through information provided by cancer survivors, as well as brochures and pamphlets.

COMMITTEES

2019 - Current   *Texas A&M University*
Viz Industry Fair Committee Chair *(Summer 2020 – 2022)*
Alumni Committee Co-Chair *(Fall 2021 – Current)*
APT Faculty Hire Committee *(Spring 2021 - Current)*
● Member of the committee

TechArts Committee *(Fall 2020 - Fall 2021)*
● Member of the Committee

Undergraduate Committee *(Spring 2020 – Fall 2021)*
● Member of the committee
Thesis Committee - *Faculty Advisor for final study of Dept. of Architecture Student (Spring Semester 2019)*
● Sat in on and gave advice and critique to a senior architecture student monthly thesis reviews
● Thesis entitled "*Exploring Art as architecture and Architecture as art in the posterity, representation, experience and identity of Nigerian Art*

2010 to 2018   *The Art Institute of Austin*
Member: *Technology Committee (2016 – 2018)*
● Help to pinpoint and address technology issues on campus
● Notify administration of software updates that are needed and software needs
Session Co-Lead for Faculty Development Day *(July 2016)*
● "Course Competency Mapping" – Creating Projects and Lesson Plans using Bloom's Taxonomy and course competency mapping.
Session Lead for Faculty Development Day *(2015)*
● Portfolio Guidelines and Qualifications for the Media Arts & Animation Program (April 2015)
Co-Chair: *Faculty Development Committee (2013 – January 2015)*
● Helped gather data and prepare documentation for SACS Accreditation Committee Review Board of school in regard to Faculty Development
● Organized and helped plan overall program for Faculty Development Day
● Organized small Faculty Development Sessions throughout the quarter led by various faculty members
● Contacted and helped bring in various speakers
● Ordered food and refreshments
● Led monthly meetings and wrote out meeting agendas
● Communicated meeting agendas and meeting notes with fellow committee members
Member: *Faculty Development Committee (2011 –2016)*
● Helped contribute ideas that aided in the continued development of faculty
● Attended monthly meetings
● Led a session during faculty development day
● Contributed to set up and breakdown of faculty development day
Member: *2/3 Taskforce Committee (2014 – 2015)*

- Committee's mission is to bolster student retention for 2nd and 3rd quarter students
- Co-lead the Admissions Training Modules where faculty help train the Admissions staff on the various programs at the school
- Lead an Admissions Training module and activity
- Help recruit other faculty in leading Admissions Training

Member: *Special Ops Committee (2012 – 2013)*
- Helped in creating a Problems/Solutions Chart to be available to both, students, faculty and staff. The Chart highlighted common student issues and held multiple solutions for the student body.

Member: *Gallery Committee (2011 – 2012)*
- Helped plan gallery shows in the school
- Helped set up gallery shows
- Contributed artwork to two gallery shows

2005   **SIGGRAPH**
                         Student Assistant on Animation Show Committee

AWARDS RECEIVED AND ACCOMPLISHMENTS

May 2021	**Architecture Faculty Biennial Showcase. The Stark Gallery**, Texas A&M University Participant, 6 pieces shown.
August 2020	**"***Persist, Resist, Coexist: Works by Women Faculty in the College of Architecture"***. The Wright Gallery,** Texas A&M University **–** Participant, 2 pieces shown.
March 2019	**Architecture Faculty Biennial Art Show,** Texas A&M University – Participant, one piece shown.
August 2017	**"***Creativity Lives Here***"** Faculty and Staff Show, the Art Institute of Austin – 2 Pieces shown
June 2017	**Faculty of the Quarter:** The Art Institute of Austin
2017 fundraising Scholarships.	**Artwork acceptance into** *"Arts Unleashed 2017":* The University of the Arts - Juried art show that raises money through the sale of artwork for University student Grant
2012	**Faculty of the Quarter:** The Art Institute of Austin
2004 – 2006	**Spring Show:** Academy of Art University Spring Show entry's **–** Painting of a woman, 1970's Barbershop 2D Layout
1995 – 1999	**Award: University Grant Scholarship** for 4 years, The University of the Arts

ADVISING AND RECRUITING

March 2021	**Panel Moderator - "TAMU V.I.F. 2021 Women in Game Development"**
	I moderated a panel of 5 women in Game Development about their experiences and the challenges and rewards of working in Game Development
Feb. 2021	**Panel Moderator - "VGMU! Presents: Being Black in the Game Development"**
	Moderated a Panel of 6 professionals on the challenges and rewards of being black and working in Game Development..
2012 – 2018	**Panelist - Portfolio Defense:** Sit on a panel of professionals and fellow faculty once every quarter and give feedback and advice as senior students present and defend their portfolios.
Summer 2015	**Panelist – Industry Professional Panel:** Sat on a panel of professionals speaking to students about my experiences working in my industry.
2011 to 2013	**Portfolio Reviewer:** Reviewed and advised prospective students for the Academy of Art University
2010 to 2012	**Academic Advising:** Advised undergraduate Media Arts and Animation Students in course selection for the Art Institute of Austin

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PUBLICATIONS

2019	Film and Architecture Symposium, Texas A&M University – *Back in Time: A Journey Through Back To the Future*

PUBLISHED INTERVIEWS

2016	Wirtanen, Maggie "Expert Q&A on Video Game Design Schools." http://www.rwm.org/programs/gaming-schools/. Real Work Matters, 2016. Web. November 2016
2012	Byrne, Bill (2012). 3D Motion Graphics for 2D Artists: Conquering the Third Dimension. *Focal Press*

RADIO/PODCAST INTERVIEWS

2018	Talking Sound Interview of the Game Development Lab program at HOFT
	http://www.talkingsoundshow.com/talking-sound-s4-ep9-welcome-to-the-game-lab-at-the-hoft-institute/
2017	KUT Interview at All-Female Alamo Draft house screening of Wonder Woman
	http://www.kut.org/post/feature-female-alamo-drafthouse-hosts-women-only-wonder-woman-screenings