Andrew Riley-Frola

3D Game Artist

Reseda, CA 91335
(814) 233-6452 | Andrewfrola@gmail.com
Portfolio: https://virtualrook.com/

SKILLS

- 3D/2D Graphics Design
- Video Editing
- Proficient in Blender 3D, Cinema 4D, Unreal Engine, Unity, After Effects, Photoshop, Illustrator, Premier, and Davinci Resolve.

PROFESSIONAL EXPERIENCE

VR YouTuber - *VR Review channel and enthusiast*

2020 - Present

- Review VR headset and VR games
- Keep up to date on all VR technology, trends, and best practice for software and hardware.
- Building games for VR in Unreal Engine and going over the process in short form videos.

The Refinery Creative, Sherman Oaks, CA - *Motion Graphics Designer (Digital Audio Visual)*

2018 - 2023

- Designed title cards for movies, TV shows, and video games.
- Created Realistic 3D objects and backgrounds for movie posters.
- Created main title animations for movies and TV shows.
- Designed titles and animation using Cinema 4D.

PERSONAL EXPERIENCE

- 1st Place Winner of the [P1] Games May 2024 Game Jam.
- Video editing for YouTube channel using Blender and Davinci Resolve.
- Co-Wrote an article for VR Trend Magazine
- Created Computer based and VR games in Unreal Engine and Unity.

EDUCATION

The Art Institute of Pittsburgh, PA - *Bachelor's of Animation*

2009 - 2013

- Studied 3D and 2D Animation skills such as modeling, traditional Art skills and Production Management.