

# ANDREW DICKINGER

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www.andrewdickinger.com

## Professional Summary

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Passionate and professional artist and technician with a degree in illustration, and a background in QA and design. Extensive experience in illustration, concept art, graphic design, and graphic art for print.

## Skills

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- Illustration
- Graphic Design
- UI Design
- Concept Art
- Photoshop
- Illustrator
- In Design
- After Effects
- Premiere
- Art for Print

## Work History

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**Freelance Artist** 01/2014 to Current

**Self Employed** – Los Angeles, California

- Illustrator and Graphic artist for various clients
- Worked in both digital and for-print scenarios

**Quality Assurance Analyst** 04/2015 to 04/2018

**DIRECTV** – El Segundo, CA

- Responsible for new employee training, system diagnostics and troubleshooting
- Extensive operations experience on multiple platforms, including web, mobile and television
- Data management, bug hunting and regression, and consumer level automation testing

**Quality Assurance Analyst** 02/2013 to 08/2015

**Respawn Entertainment LLC** – Van Nuys, CA

- Responsible for asset quality and multiplayer development as part of a small internal team
- Main focuses included functionality, Ad-Hoc testing, regression testing and stability
- Direct contact with developers, as well as game balancing and player enjoyment factoring

**Quality Assurance Tester** 07/2011 to 10/2012

**Konami Digital Entertainment** – El Segundo, CA

- Responsible for asset quality and multiplayer development as part of both large and small teams
- Main focuses included functionality, localization, compliance, Ad-Hoc and regression testing
- Management of user interface (UI) icons, 2D and 3D game art, ingame NPC AI and compatibility

## Education

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**Bachelor of Arts: Illustration/ Design** 2010

**Tyler School Of Art** - Philadelphia, PA

- Areas of focus includes: traditional and digital illustration, matte painting, design, typography, traditional and digital painting, and 3D design/ rapid prototyping