

Andrew "Steve" Abrams

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OBJECTIVE To support and work with the most creative people I can find while developing the skills required to advance in an ever expanding universe that art and technology can provide.

EMPLOYMENT HISTORY

Systems Engineer, The Mill

Chicago, IL - March 15' to PRESENT

- Provided software and hardware support to producers and artists in one of the top post production studios in the world.
- Worked with software packages from Autodesk, Adobe, Filmlight, and The Foundry (an ongoing educational experience).
- Researched and recommended hardware and software while maintaining vendor relations.
- Setup and supported virtual reality hardware and software.
- Performed basic server maintenance.

Systems Administrator Ivl 2, Savannah College of Art and Design

Savannah, GA - March 06' to August 08' and July 09' to PRESENT

- Created, deployed, and supported the Windows image in a Windows / Linux dual booting environment.
- Researched, recommended, installed, and maintained over \$2 million worth of computer software and hardware (PC & Mac) required for VFX, Animation, and Gaming curriculums.
- Assisted faculty, students, and staff with a variety of technical issues.
- Provided additional software and hardware support for Linux and OS X installations.
- Designed and maintained departments intranet sites, including a forums, and ads.
- Supervised, trained, and assisted student employees.
- Provided support for special events on campus, which required webcasts, physical computing projects, and various unusual a/v and hardware setups.

Animation / IT Intern, Animation Collective

New York, NY - August 08' to December 08'

- Organized and edited flash scenes.
- Assisted with IT operations in an OSX / Windows environment.
- Assisted in day to day chores (cleaning, running packages, etc..)

Part-time Lab Technician, Kalamazoo Valley Community College

Kalamazoo, MI - August 05' to August 06'

- Assisted students and faculty with software issues within the digital media department.
- Assisted with IT operations in an OSX / Windows environment.
- Designed graphics for department websites and announcements.

SKILLS	<p><u>Software</u></p> <ul style="list-style-type: none"> ● Microsoft Experience: Image Creation, PXE, Deployment Tools, Office, Active Directory ● OS X Experience: App support, Image deployment, Hardware maintenance ● Linux Experience Image deployment, render farm ● Supported Software: Adobe CC (certified), Autodesk Products, Cinema 4D, Houdini, Massive, Nuke, Quicktime, Renderman, Toon Boom Products, Topogun, UDK, Unity, Vicon Blade, Visual Studio, E-on's Vue, Zbrush ● Scripting Experience: Autoit, Python, Batch, CSS, HTML, Java, PHP, VBS 	<p><u>Hardware</u></p> <ul style="list-style-type: none"> ● HP, Dell, Gateway, Mac. ● Animation Capture Stations ● Wacom Products ● Laser & Inkjet printers ● Mobile devices; iOS, Android ● Raspberry Pi & Arduino ● 3D printing - Makerbot, Printrbot <p><u>Operating Systems</u></p> <ul style="list-style-type: none"> ● Microsoft Windows; XP, Vista, 7 ● Mac; OSX ● Ubuntu, Redhat, CentOS ● iOS ● Android 	<p><u>Experience</u></p> <ul style="list-style-type: none"> ● IT Support 9 years ● Customer Support 4 years <p><u>Education</u></p> <ul style="list-style-type: none"> ● Storyboarding Animation, Film, Advertising ● Concept Design Character, Environment, Accessory ● Animation 2D, Flash ● Graphic Design ● Web Design
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EDUCATION	<p>Savannah College of Art and Design BFA; Sequential Art / Storyboarding, 08'</p> <p>Kalamazoo Valley Community College Associates; Graphic Communications / Animation, 05'</p>
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