



Andrew Staley

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Applications



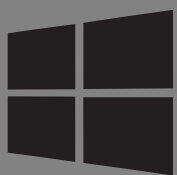
Engines



Platforms



Oculus Rift



STEAM® VR

## Work Experience

### Dark Catt Studios - Chicago

July 2016 - April 2017

#### Designer & VFX Artist

Worked on various VR tools and games play testing and creating assets  
Built multiple VR prototypes using both Oculus and Vive kits  
Managed Source Control over Sandboxes and Projects  
Created multiple materials, textures and particle systems for experiences

### Internal Drive Summer Camps - Various

June 2010 - August 2010

#### Lead Instructor

Instructed campers 3D modeling in Autodesk Maya and level design  
in both the Unreal Engine and Source Engine  
Lead other Instructors in activities and helped with teaching difficulties  
Took care of technical issues with camp software and network problems  
Designed curriculum and led classes on video game athletics  
and good sportsmanship  
Responsible for health and wellbeing of group of campers  
Campers and students ages ranged from 13 to 18 years old

### The University Of Illinois- Chicago

February 2008-2009

#### Art Lead

Directed team of artists and managed art for successful game concept.  
Involved in custom built 52-inch multi-touch table, The Tac Tile.  
Collaborated on award-winning, multiplayer Flash Real-Time Strategy game  
called Galcon+.  
Won Best Visuals and Best Sound in UIC game competition in 2008.  
Displayed work at Siggraph 2009.  
Worked with team at Electronic Visualization Laboratory to create game.  
Designed and created game concepts, 3D models, and textures.

## Other Experience

### Mission Critical Wireless

September 2010 - February 2016

#### Technical Support Engineer

Front line support via telephones.  
Troubleshooting a variety of technical and non-technical issues customers  
Provide technical support for level one and two escalation issues via helpdesk.  
Support wireless and complex issues.  
Responsible for handling all persistent cases, bugs and issues