

# ANDREW REIFF



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Designer in the themed entertainment and playground industries with a specialization in 3D modeling and rendering, and a focus on theme parks, play spaces, and interactive attractions

## EDUCATION

- |                          |                                                                                                                                         |
|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| 08 / 2015 -<br>05 / 2017 | Master of Fine Arts in Themed Entertainment Design<br>Savannah College of Art and Design, Savannah, Georgia, GPA of 4.00                |
| 08 / 2010 -<br>05 / 2015 | Bachelor of Design in Interdisciplinary Digital Studio<br>The Pennsylvania State University, University Park, Pennsylvania, GPA of 3.53 |

## WORK EXPERIENCE

- |                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
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| 02 / 2018 -<br>present   | <b>Stantec Architecture - Design Coordinator, Visualization Specialist</b> <ul style="list-style-type: none"><li>Designed and 3D modeled a custom, themed children's play structure based on conceptual illustrations and direction from a principal landscape architect</li><li>Worked on a design team to develop 3D models in the schematic design phase for a retail, dining, and entertainment (RD&amp;E) complex in mainland China</li></ul> |
| 06 / 2017 -<br>02 / 2018 | <b>Walt Disney Imagineering - Graphics &amp; Innovation Intern</b> <ul style="list-style-type: none"><li>Collaborated with landscape architecture teams in creating 2D plans and 3D models of concept studies for the development of theme park expansions</li><li>Worked with graphic design teams to develop 3D models of signs and marquees</li></ul>                                                                                           |
| 06 / 2016 -<br>09 / 2016 | <b>VOA Associates - Visualization Intern</b> <ul style="list-style-type: none"><li>Worked on design and planning teams to develop 3D models and renderings in the concept phase for the World of Aviation theme park in Xi'an, China</li></ul>                                                                                                                                                                                                     |
| 08 / 2013 -<br>05 / 2015 | <b>Penn State Information Technology Services - Computer Lab Consultant</b> <ul style="list-style-type: none"><li>Maintained student computer labs in residence halls and academic buildings</li><li>Provided I.T. support and troubleshooting to students and faculty</li></ul>                                                                                                                                                                   |

## SOFTWARE PROFICIENCIES



Rhinoseros



3DS Max



Lumion



SketchUp



V-Ray



AutoCAD



NoLimits



Illustrator



InDesign



Photoshop

Additional experience using Microsoft Office, TwinMotion, Cinema 4D, Unreal Engine, Mental Ray, Premiere, and Blender

## HONORS

- Disney ImagiNations competition  
Finalist team, 2017; Semifinalist team, 2015
- PGAV Destinations Spot Experiential Scholarship  
Winner, 2014 competition

## AFFILIATIONS

- Themed Entertainment Association  
Member, 2013 - present
- Penn State Theme Park Eng. Group  
Webmaster, 2012 - 2015