

# ANDREW D. O'ROURKE

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## OBJECTIVE

With years of professional experience in visual storytelling in film and interactive media, as well as my experience in themed entertainment settings, I am seeking a summer internship that allows me to collaborate on immersive, transformative location-based experiences that inspire.

## EDUCATION

**CARNEGIE MELLON UNIVERSITY, Entertainment Technology Center (ETC), Pittsburgh, Pennsylvania.**

Master of Entertainment Technology, Expected May 2017. GPA: 3.85 on 4.0 scale.

**DUKE UNIVERSITY, Durham, North Carolina.**

Bachelor of the Arts, May 2011. Environmental Science and Policy, Film/Video/Digital with Distinction.

Honors: *Cum Laude*, Dean's List (3 semesters), Dean's List with Distinction (1 semester). GPA: 3.7 on 4.0 scale.

**UNIVERSITY OF SOUTHERN CALIFORNIA, Los Angeles, California.**

Study Away Student, Spring 2009. School of Cinematic Arts. GPA: 4.0 on 4.0 scale.

## WORK EXPERIENCE

**DISNEY CORPORATE CREATIVE RESOURCES, THE WALT DISNEY COMPANY, BURBANK, CA**

**Video Producer**

**May 2014 – July 2015**

**Video Specialist**

**Sept 2013 – May 2014**

**Video Production Intern**

**April 2012 – Sept 2013**

### **Production/Leadership:**

- Responsible for independently managing high-profile Corporate video projects and clients from pre-production through final realization with a mix of internal and external resources
- Work with internal and external partners on editorial and communications strategy
- Partnered with Walt Disney Imagineering and Parks & Resorts on several projects
- Led editorial and technical execution of digital signage system at the Walt Disney Studios
- Conceptualized and led a workflow restructuring and installation of two server systems

### **Creative:**

- Serve in a variety of roles depending on the project, from producer/director to DP
- Edit, color grade, design motion graphics and animation
- Won 2 Silver and 1 Bronze Telly Awards for work on behalf of Disney

## PROJECTS

**Producer/Artist/Sound Designer, Building Virtual Worlds, ETC**

**Sept 2015 – Dec 2015**

- Rapidly prototyped full games in one-to-three-week production cycles, employing technologies like the Oculus Rift, PS Move, Kinect, Makey Makey, and physical prop interfaces
- Created three location-based experiences including an interactive theatrical experience
- Worked on production, experience & game design, writing, costume design, 3D art, textures, and sound design depending on the needs of each team

## VOLUNTEER EXPERIENCE

**CALIFORNIA SCIENCE CENTER, LOS ANGELES, CA**

**Educational Presenter**

**August 2014 – July 2015**

- Teach topics from optics to shrimp reproduction to guests of all ages in interactive settings

## SKILLS

**Software:** Expert in Premiere, Final Cut Pro, Photoshop, After Effects, Apple Color, DVD Studio Pro, Encore, Compressor, Media Encoder, Microsoft Office, Google Apps. Proficient in ProTools, Maya, Unity 3D, Audition, Logic, Illustrator, Avid, Java, C++.

**Languages:** Proficient in French.