

Andrew Frueh 

Objective::

I am interested in working on creative / educational projects – preferably in an environment which supports environmental / social sustainability.

Skills:: teaching, designing, leading, building

My skills include teaching groups / individuals; illustration and drafting; designing educational / interactive software; leadership (project management / direction); music composition; basic electronics.

I have taught classes in multiple subjects: art classes such as drawing, mosaics, sculpture (schools include Otis College of Art and Design and UCLA), and computer classes such as MS Office, Quickbooks, “How to use the Internet”. I also have several years experience with private, in-home tutoring.

I also have a foundation in designing high-contrast, communication graphics, and building interactive-online environments (with Flash, DHTML, AJAX, etc). I have a good understanding of several script languages – PHP, JavaScript, ActionScript. And, I like to when possible build with open-source methods/technologies. I frequently use Gimp, Inkscape, OpenOffice, MS Office, Flash. I have previous experience with Photoshop and Illustrator, and will learn any program necessary for the job.

Experience::

Sqrl & Bee Studio (self-employed) – January '05 to present

My wife, Melissa, and I run a digital-design studio (www.sqrlbee.com) where we create original content for the web and print media. Though our output is mainly digital, we work with both “traditional” and “digital” methods to achieve the desired effects – for example we may design a logo as a block-print and then scan that print, vectorize it, and use it as the foundation for digital work. The bulk of our clients are small-business owners who want a website that will act as an adjunct to their business

Chinese Language Learning System – March '04 to January '05

When I arrived at the CCLS, they had a rough idea of what they wanted, but nothing yet built. I helped assess the current state of the project to guide it in a new direction. I also designed and help build a shell-system (in Macromedia Flash) which would not only fulfill their current needs, but also be expandable and accommodate future growth

Experience... continued



Carole Free Studio – '99 to January '04

I worked for Carole Free as a Faux Finisher – i.e. I learned how to design and execute a wide variety of painted finishes on many different types of surfaces, and became very proficient at mixing colors. I also gained an understanding of how to visualize a creative project and carry it through to completion. Clients included Madonna, Clint Eastwood, Antonio Banderas and Melanie Griffith

Computer Consultant (self-employed) – '96 to '99

I became a computer consultant because of the experience I amassed from my various, retail computer software/hardware jobs. As said consultant, I helped clients with all of their computer-related, home/small-office needs. A typical visit would include installation of new software, “cleaning up” their files, and walking them through some task which was confusing to them.

Paramount Pictures – '95 to '96

My title at Paramount was 'production assistant', which means that I “paid my dues” -- i.e. that I spent endless hours scanning slides, digitizing video, and writing HTML. I also learned a lot about deadlines, and quality control (when the content you create is viewed by millions, your bosses really let you know when something goes wrong). Though I didn't realize it at the time, my work at Paramount had a huge influence on my approach to working on projects.

Education::

- Bachelor of Fine Arts from Humboldt State University
- Music theory, composition, and tonal counterpoint at Santa Monica College
- Electronics theory, basic circuit design, soldering, and assembly

Volunteer experience::

- Broad Street Beatz, Philadelphia -- music and art with at-risk kids
- Franklin Institute, Philadelphia -- directing art projects to match science themes
- Kenneth Michael Stabler Tourette Syndrome camp – designing and building a 10-foot-high geodesic dome covered with a paper skin of a Fuller-projection global map.