

Objective:

I am interested in working on projects that both challenge me and strive to improve environmental and social sustainability.

Andrew Frueh



Skills: designing, building, teaching

As an artist I have experience with 2D and 3D design in both analog and digital formats. I have worked with 2D media for print and the web. And I have worked with 3D media in both creating real physical models as well as CGI for visual effects. I also have some product design experience including package design and marketing.

I have experience as a developer for both hardware and software solutions. I have written several custom applications for high-profile corporate clients ranging from eLearning games to event management tools. In my own creative work, I use microconrollers and basic circuits to develop new interfaces and make art that asks questions.

Working with people and teaching them new things is what gives me the most enjoyment. My teaching experience ranges from classes at community education programs to corporate training of small groups and individuals.

Experience:

Sqrl & Bee Studio (self-employed) – Jan. 2005 to present

My wife, Melissa, and I run a design studio where we offer custom graphics for small businesses and organizations. Much of our graphic work is for print media like posters and business cards or for digital use like small websites. We have produced several products based on our original designs such as mobiles and toys made of natural materials. We have also produced several experimental short films using a combination of digital and analog techniques.

Brookwood – Jan. 2008 to present

Brookwood develops e-Learning material – often internal training material for large, corporate clients. At Brookwood, I am primarily a software developer and I am also a graphic artist, instructional designer, and trainer. As a developer, I have created custom applications (mostly using Flash/Actionscript) that help people do their jobs more efficiently. As a graphic artist, I design visual elements to be used in interactive interfaces or in templates (such as buttons, icons, etc.). As an instructional designer, I am responsible for creating measurable learning objectives and writing a script for narration (including believable dialog). As a trainer, I have taught software specific skills to small groups and individuals coming from small businesses and large corporations.

Hatboro-Horsham Adult Evening School – Dec. 2007 to Sept. 2009

Asside from teaching various classes (such as “how to use MS Office”), I pushed to start the school's first open source class. I had to be persistent with the IT department to get Gimp installed on the computers in one of the labs. Once the lab was set up, I taught photo editing for several semesters to show them that open source software was safe and usable.

Education:

- Humboldt State University, BFA (2003-2006)
- Santa Monica College (2000-2003)
- other areas of study
 - Music theory, composition, and tonal counterpoint (two years)
 - Electronics theory, basic circuit design, soldering, and assembly (one year)

Specific skills:

- Hardware development: Arduino, circuit design/electronics, mechanics (linkages, etc)
- Software development: Arduino, Actionscript, javascript, PHP
- Software applications – Adobe: Photoshop, Illustrator, Flash, AfterEffects, Premiere, Audition, InDesign, Captivate, Presenter. Open-Source: Gimp, Inkscape, Blender.

Volunteer experience:

- **YMCA – Mar. to Dec. 2009** – Since my local YMCA did not have a guitar class, I offered to teach one. And it really helped me practice at least once a week. We would mostly strum through songs so they get chord practice. And I would always try to introduce a little music theory.
- **Broad Street Beatz – Jul. to Aug. 2007** – I volunteered for one summer at this program which provides exposure to music and art for at-risk kids in Philadelphia. I brought in some original songs along with the tracks broken out so I could play each track separately and explain to them how the song was constructed.
- **Franklin Institute – Jun. to Jul. 2007** – During their summer program, I was responsible each week for coming up with an art project which would relate to the science they were learning. The projects ranged from creating posters of imaginary cultures to building structures out of cardboard boxes and paper mache.
- **Kenneth Michael Stabler Tourette Syndrome camp – 1998 to 2001** – I initially volunteered for the KMS camp after I was diagnosed with Tourette syndrome. I submitted a proposal for a geodesic dome project. I designed the copper-pipe dome that the campers assembled. And the campers painted large paper triangles to create a Fuller-projection of the Earth which was then put on the dome as its skin creating a 9-foot tall globe with an opening so the kids could climb inside.

