

Andrew Luce

Andrew Joseph Luce

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Summary

An experienced visual effects artist and animator with knowledge in all 3D generalist fields with a specialty in VFX compositing. Andrew graduated from Drexel University with a Bachelor of Science in Animation and Visual Effects and a minor in Computer Technology.

Education

Drexel University | *Sept. '22 – June '26*

- Bachelor of Science in Animation and Visual Effects
- Minor in Computer Technology
- GPA- 3.52
- Graduation in June 2026

Experience

LittleMonkey LTD, Wellington NZ: Intern, Computer Programmer, Game Designer, and Web Developer | *April '25 – Aug. '25*

- Designed and programmed online website games
- Animated motion graphics
- Assisted employers with gopher duties
- Participated in Wellington business conferences

St. Paul's Lutheran Church in Aberdeen MD: Sound Technician | *Aug. '16 - Sept. '20*

- Operated audio-visual equipment for a 10-person music band
- Edited and added motion graphics for online video content
- Assisted Pandemic Crisis Team and responsible for pivoting to online only content
- Troubleshooted any and all malfunctioning technology

St. Michael Lutheran Church Unionville PA and St. Paul's Lutheran Church Lionville PA: Animator and Visual Effects Artist | *March '21 – Dec. '21*

- VFX, video-editing, and animation for promotional content
- Operated audio-visual equipment for a 6-person music band and live streaming to YouTube
- Led youth-oriented musical groups

Drexel University, Philadelphia PA: Animation and Visual Effects Student | *Sept. '22 – June '26*

- Worked on class assignments and projects relating to all aspects of animation and visual effects industry
- Tasks included- 3D modeling, UV editing, animation, compositing, lighting, and direction
- Team building and leadership skills
- Work has been displayed at SIGGRAPH 2024, 2025, and 2026

The Cutting Edge, Philadelphia PA: Technical Director, Project Manager and Animator | *Oct. '25 – June '26*

- Rigging of intricate character designs
- Created materials and lighting for animated short film
- Character and object animation in realistic and comic style
- Lit and composited shots for short films
- Simulated fire, lighting, and fluids

Skills

- 3D Animation
- CGI Modeling
- 3D Texturing and Shading
- UV Editing
- CGI Lighting
- VFX Compositing
- Video Editing
- Video Direction
- Filmmaking Pipeline
- Python Coding
- Speech Writing
- CMW Engineering Capstone Graduate
- SIGGRAPH Faculty Submitted Exhibit