Andru Anderson

Record of Creative Achievement

Films:
Turn Left Now: The Survivors Speak (Documentary Short) – 2019: Producer &
   Director
   - Official Selection @ 2019 Kin0Duel International Film Festival
   - Official Selection @ May 2019 Lift-Off Sessions
Age of Bryce – 2019: Post Production Supervisor (uncredited)
Turn Left Now: Surviving the Unbelievable (Full-length Documentary) - 2017: Writer,
   Producer & Director
   - Grand Prix Winner @ [17th Annual Intl Red Cross & Health Films](#)
   - Official Selection @ 2018 Tupelo Film Festival
   - Viewing @ 72nd UFVA Conference (2018)
A Touch of Madness (Narrative Short) – 2014: Screenwriter & Director
Turn Left Now: A Detour for a Degree -- 2014: Screenwriter, Director & Producer
   - Official Selection @ 2015 Traildance Film Festival
Rover 5361i – 2013: Screenwriter & Director (pre-production)
A Spider in the Bathtub – 2012: Screenwriter
The Great Cartoni – 2012: Producer (postproduction)
Mozgi (Narrative Short)– 2012: Screenwriter & Director
   - Official Selection @ 2017 Cheyenne Zombiefest
Where We Started (Feature Length Narrative) – 2011: Sound Recording and
   Supervising Sound Editor, Set Designer
Strangers & Aliens (Narrative Short) – 2010: Digital Imaging Technician & Key Grip
   (*post-production*)
Endings (Feature Length Narrative) – 2010: Supervising Sound Editor

Academic Employment

Associate Professor, Communication & Media Studies, University of Mary
   Hardin Baylor (August 2019 – Present)

Assistant Professor, Communication & Media Studies, University of Mary
   Hardin Baylor (August 2015 – July 2019)

Classes taught:
- *Introduction to Film Studies*
- *Screenwriting*
- *Post-Production**
- *Audio Production**
- *Lighting and Cinematography**
- *Narrative Film Production*

- *Documentary Film Making*
- *Visual Effects**
- *Film History & Criticism*

* Course is taught under the course Special Topics in Film

Lecturer, Communication Studies, Baylor University (August 2008 – May 2015)

Classes taught:
- *Production Methods I*
- *Production Methods II*
- *Post Production*
- *Production Methods II for Computer Science*
- *Lighting and Cinematography*
- *Audio Production*
- *Game Level Design*
- *Visual Effects*

Education

MFA, Film & Media Arts, Southern Methodist University (2014) – Kappa Tau Alpha
MA, Communication Studies, Baylor University (1997) – Broadcast Management
BA, Telecommunications, Baylor University (1995) – Radio/TV/Film degree
Numerous technical and professional conferences, seminars and workshops

Course Development

- *The Business of Media (Developed Fall 2019)* – This course will focus on the opportunities you might get as a successful filmmaker. Attendance to the Sundance Film Fesival is a part of this course.
- *Freelancing (Developed Fall 2019) -*
- *Introduction to Film Studies* (Developed for Fall 2015) - This is the introduction film studies course for UMHB.
- *Screenwriting* (Developed for Fall 2015) – This screenwriting course is the beginning course that focuses on creating a short script.
- *Film History & Criticism* (Developed for Spring 2016) – This course is a requirement for the major and the students learn about film history & film criticism.
- *Narrative Production* (Developed Spring 2016) – This required course is focusing on pre-production through post production of a narrative (fiction) film.
- *Documentary Film Production* (Developed for Spring 2016) - This required course is focusing on pre-production through post production of a documentary (non-fiction) film.

- *Production Methods 2 for Computer Science majors* (Developed for Spring 2009) - This new course was the first of two game level design courses I created for Baylor. While the course roughly taught the same information as the standard Production Methods 2 course, it focused the curriculum in what a game level designer should know. Basic video editing, sound effect production, audio editing techniques, lighting, and video production were topics covered in the course.
- *Lighting and Cinematography* (Developed for Spring 2010) – This course is a look into the job of a cinematographer (Director of Photography). Students learn about how to change a shot through the camera, lighting and shadows, plus they had a number of opportunities to practice through real-life examples.
- *Audio Production* (Developed for Fall 2010)- This course looks at audio production in a variety of different industries. The students will record and produce audio for books on CD, music, video, and sound effects. Adobe Audition and ProTools could be covered as audio editors. (Transitioned to a film style audio production course in 2014.)
- *Game Level Design* (Developed for Fall 2008)- This new course at Baylor combined Film and Digital Media and Computer Science majors together in one course. Groups created a level in a game that was designed by the students. Various techniques were taught in this course.
- *Visual Effects* (Developed for Fall 2014) - "How did they do that?" is a question I have heard over and over. Students want to learn how effects are created. This course will cover safe special effects (practical effects) and visual effects (CGI),
- *Stop Motion Animation* (in development) - Armatures, creating miniatures, character building, audio and capturing each frame at a time are core to this course.
- *Set Building for Television and Film* (in development) - Sets are the backbone of a Television and Film. In this course, students will learn safety, design and instructions for building sets.

Presentations, Lectures, and Invitations

- Showing of film, *Turn Left Now: Surviving the Unbelievable* (August 2018) – UFVA Conference
- Quadcopter Flight Academy (Summer 2014); Baylor University
- Magic Lantern 2013 – Primary Presenter (November 1, 2013); Baylor Workshop
- Film and Digital Media 2011 – Presenter (April 2011); BEA
- Compression 2010 – Primary Presenter (March 5, 2010), Baylor Workshop
- Gripology 2010 – Primary Presenter (January 29, 2010), Baylor Workshop

Professional Membership

- University Film and Video Association (UFVA)
- Society of Motion Picture and Television Engineers (SMPTE)

Independent Study Director

- Chris Lane (2009) – *Recording and Authoring an Audio Compact Disc*
- Jared Dauenhauer (2009) - *Internet Authoring and Design*
- David Roark (2009) – *Audio Production and Mastering for Surround Sound*
- *Dee Guo (2010) – Creating Digital Elements for Portfolio*
- *Aaron Youngblood (2012) – Advanced Post Production*
- *Austin Snow (2012) – Advanced Post Production*
- *Bailey Eubanks (2012) – Advanced Post Production*
- Peter Dudesko (2013) – *Exploring Visual Effects*
- Rachael Wilson (2013) – *Exploration of Skills for an On-air Talent*
- Oliver Ortiz (2016) – *Production & Post Production of a Film*
- Viranda Brooks (2018) – *Development of Short Film Scripts*
- Taylor Bookout (2019) – *Development of Short Film Scripts*

Service

Department
- Program Advising
- Student Advising
- Assisting engineers with jobs around department
- Advising on equipment for purchase
- Assist fellow professors on their film and video projects
- Represent department in various educational events

University
- Film & Digital Media Representative for Cyberscenario Ethics Competition
- Chaperone for National Association of Broadcasters convention (2008, 2009, 2010, 2011)

Outside
- Volunteered for KWTX TV conversion to HD broadcast
- Volunteered for ACM ICPC competition (2011, 2012)

Other Professional Experience

April, 1999 - December, 2007
Applied Materials, Inc. - Santa Clara, CA

On-line Communications Project Manager December, 2004 – December, 2007
- Researching Internet trends,
- Recommending technologies and coordinating vendors for implementation
- Development of on-line improvements of appliedmaterials.com.
- Creation of processes for appliedmaterials.com, in-house developed tools, in-house daily tasks and the use of departmental resources
- Research, script writing, storyboarding and production of the award-winning "How to" series on appliedmaterials.com. These animated presentations describe technical topics of the semiconductor industry. Topics include: *How to Make a Microchip*, *How to Make a Flat-Panel Display*, *How Clean is a Cleanroom*, *How to Make a Transistor*, *What is Nanomanufacturing Technology* and *What is Solar Power*.

Streaming Media Technologist April, 1999 – December, 2004
- Design, deployment, coordination, production of content, and management of a cutting-edge global streaming media infrastructure
- Technology research, project management, media production, media development, architecting streaming media products for internal customers
- Developing web-based streaming media encoding system
- Process creation for digital media production, streaming and web server administrator, digital media production system creation
- Development of on-line departmental tools
- Integration of on-line productivity tools
- Training employees globally on streaming media production.
- Researching, advising, and integration of a digital asset management system for multi-departmental deployment.

May, 1996 - March, 1999
Andersen Worldwide (Arthur Andersen/Andersen Consulting) - St. Charles, IL

<u>Events Producer</u> (Project Manager) Sept, 1998- March, 1999
- Project planning and management for corporate events
- Production of corporate events
- Research new technology trends for the events industry
- Negotiation with vendors for on-site support of equipment
- Establishing relationships with internal clients.

Major accomplishments included:
- Estimation, coordination and installation of computers used during a large (2000+participants) government event
- Coordination of an external vendor trade fair with 40+ vendors and 1200+ participants
- Production of an industry focused seminar with 200+ participants
- Coordination and management of a 4-day videotaped seminar with 500+participants.

<u>Digital Media Post-Production Specialist</u> Aug, 1996 - Sept, 1998
- Edit, compress and deliver the majority of digital media for a global company
- Assessing project requirements, preparing production elements and assist on shoots and make suggestions when digital media was the deliverable
- Researching new technologies, scope and procure hardware/software for multimedia production
- Train new employees on digital media production.

Major accomplishments included:
- Creation of the digital media production facility at Andersen Worldwide
- Creation of media for distribution on CD-ROMs
- Helped to set the digital media standards for Arthur Andersen
- Consulted on numerous standards for a variety of internal websites
- Created sound effects for digital distribution.

Aug, 1995 - March, 1999
Rhythm House Productions - Mobile DJ/Professional Audio

<u>Owner</u> Aug, 1995 - March, 1999
Rhythm House Productions was a mobile DJ/professional audio support company that was hired out for 50-80 jobs a year.

July, 1990 - March, 1999
Audiotech, Inc. - Westport, MO

Contractor Sept, 1992 - March, 1999
- Installation of professional sound and lighting equipment in venues around the U.S.
- Maintenance and repair installed equipment
- Design of sound and lighting systems
- Consultation with clients regarding equipment needs

Mobile DJ/Technician July, 1990-Aug, 1992
- Entertaining party goers at events with 100-1000 participants
- Setting up and maintaining sound equipment
- Training of new party DJs.

Oct, 1993 - June, 1995
Sonance, Inc/KBRQ - Waco, Texas

PSA Director/On-Air Announcer
- Running a leading radio show for its daypart
- Reviewing and producing PSAs for air

Other Presentations

Film and Digital Media: What is Baylor Doing – April 2011 (BEA)
Session Description: This presentation was given at BEA about how Baylor University approaches video, projects and storytelling at a Sony sponsored talk.

Managing Media in a Corporate Environment - A RealNetworks Webinar

Streaming Media East 2001 - Insider Q&A
Session Description: This insider Q&A session is your chance to ask questions of and get advice from individuals inside Fortune 1000 organizations that have implemented their own streaming applications to improve communications and training, cut costs, and achieve a sustainable ROI.

Streaming Media East 2001 - Powering your Business with IP-Based Communications Tools

> *Session Description:* Web and videoconferencing is being used in companies all over America to deliver online presentations and interviews to a global audience while reducing travel costs and enhancing business relationships. This session examined how and why companies are taking advantage of the newest streaming and IP-based applications and services to enhance communications, and how organizations can benefit from these ideas.

RealNetworks Conference 2001 - Deploying cutting-edge streaming media system in the Enterprise

> *Session Description:* This panel discussion focused on deploying streaming media within an enterprise and the considerations one must take for the success of deployment.

RealNetworks Conference 2001 - A customer's view of the industry

> *Session Description:* This Q&A session was a time where industry insiders and vendors could ask leading streaming media customers' questions regarding the state of the industry and where it was heading.

Real Partner Conference 2001 - A view from the customer

> *Session Description:* This presentation was given to around 200 representatives of RealNetwork's Partner program. It was comprised of a pre-planned presentation that outlined Applied Materials' streaming media roadmap (past and present) and what customers of the audience expected of the RealNetworks' partners. A Q&A session followed.

Real Network Conference 2000 - Streaming in the Enterprise

> *Session Description:* This panel discussion covered the basics of deployment and use of streaming media within an enterprise.