

Andrew Swihart

STUDIO ART DIRECTOR / CREATIVE PRODUCTION LEADER / AI-ASSISTED VISUAL PRODUCTION

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PROFESSIONAL SUMMARY

Studio Art Director, Creative Production Leader, and Producer with 30+ years across AAA games, film/VFX, interactive media, real-time production, and AI-assisted visual development. Known for building schedules, directing multidisciplinary teams, managing vendors, aligning stakeholders, and turning exploratory creative/technical work into clear production plans and shippable deliverables.

Experienced in studio, game, film/VFX, interactive, and emerging-technology production environments involving generative AI image/video exploration, production sprints, stylized visual storytelling, director/artist collaboration, real-time and 2D/3D visual-data creation, cross-functional communication, workflow documentation, and scalable production systems.

CORE PRODUCER STRENGTHS

- Creative production leadership: art direction, project direction, milestone planning, scope trade-offs, resource coordination, stakeholder updates, and executive reviews.
- Gen AI and emerging workflows: AI-assisted concepting, previs, shot ideation, image/video workflows, Codex, Seedance, Nano Banana, Veo, Kling, prompt direction, workflow validation, and production-ready experimentation.
- Team and sprint management: daily/weekly alignment, production priorities, quality gates, mentoring, cross-discipline coordination, and agile problem solving.
- Production pipelines: Unreal Engine, Unity, real-time rendering, Sequencer, Movie Render Queue, MetaHuman workflows, photogrammetry, WebGL concepts, Jira, Confluence, and Perforce.
- Global execution: domestic and international art teams, external studios, vendor review, asset standards, production documentation, and distributed communication across the US, Europe, and China.

SELECTED LEADERSHIP IMPACT

- Built and led large-scale interactive production teams and partner networks spanning 100+ contributors across art, production, programming, and external studios.
- Managed multiple external studios and a 34-person internal team on large-scale 3D interactive production.
- Directed multi-million-dollar interactive and game projects from concept through delivery while maintaining creative quality, schedule discipline, and stakeholder alignment.
- Led interactive production for Princess Cruises / Carnival Ocean Medallion experiences deployed across the fleet and showcased at CES.
- Contributed to 4 AAA large video games, 13 smaller games, 16 feature films, and production art for major filmmakers and studios.

PROFESSIONAL EXPERIENCE

Studio Art Director / Project Director | Snail Games USA | 2021 - Present | Culver City, CA

- Directed art direction, production structure, pipeline development, and cross-team coordination for large-scale sci-fi survival/MMO development and related studio initiatives.
- Build art department workflows, standards, ownership models, review practices, and scalable processes for domestic and international contributors.
- Directed concept, 3D, technical art, environment, character, vehicle, creature, UI, VFX, and cinematic visual development with design, engineering, production, and executive stakeholders.
- Coordinate US Art Center work with Suzhou and external teams, clarifying quality gates, milestone priorities, dependencies, and production risks.
- Implemented AI-assisted visual exploration and production-support workflows to accelerate concepting, shot development, visual alignment, and executive communication.

Art Director / Project Director | Arion Digital | 2018 - Present | Los Angeles, CA

- Directed boutique interactive, game, visualization, and AI-assisted media projects for entertainment and corporate clients.

- Led development of original game and visual production projects including Death of the Rising Sun and Remnants of the Dawn.
- Used rapid prototyping, real-time workflows, AI image/video exploration, and cinematic previs to test story, style, mood, and production direction quickly.
- Guided visual direction, production planning, client communication, asset creation, and technical execution from pitch through delivery.

Art Director / Project Director | Swihart Studios | 2015 - 2018 | Los Angeles, CA

- Founded and led an interactive studio delivering large-scale 3D experiences, real-time applications, animation, and visual design.
- Directed front-end and interactive components of immersive Carnival / Princess Cruises 3D experiences distributed through fleet touch-screen systems.
- Managed multiple external studios and a 34-person internal team to deliver 80 interactive 3D ports and underwater environments across the Caribbean, Alaska, Europe, and the United States.
- Presented work at CES and Princess Cruises exhibits; received recognition from the City of Santa Clarita for creative technical achievement.

Earlier Career | Film/VFX, AAA Games, Interactive Media | Los Angeles, CA

- VFX / Previs Artist: produced previs, visual effects, production art, and 3D content for film and entertainment clients; collaborated with directors, supervisors, and creative leads.
- Activision Blizzard / Treyarch: contributed photogrammetry, environment art, 3D UI, and technical visual-development work for AAA game production pipelines.
- Inhance Digital, 3D / VFX / Photogrammetry Specialist: produced 3D, VFX, photogrammetry, interactive iPad app, video, commercial, and multimedia content for Boeing, Biogen Idec, and Sanofi; received Silver and Bronze Telly Awards for 3D non-broadcast medical videos.
- WayForward Technologies: built and supported art teams while creating art direction, 3D assets, and UI work for game and interactive projects.

REPRESENTATIVE PROJECTS

- For the Stars / Aether: art-center leadership, sci-fi visual direction, global production coordination, cinematic/previs support, AI-assisted concepting, asset standards, and milestone-risk reporting.
- Princess Cruises / Carnival Ocean Medallion: fleet-wide interactive 3D cruise experience, CES showcase, large-scale external studio coordination, and production delivery.
- Death of the Rising Sun: original game project with art direction, production leadership, interactive design, AI-assisted visual development, and cinematic prototype workflows.
- 3D Concierge / Port Shopping Guide: WebGL/GIS-style interactive port-shopping and travel prototype focused on curated points of interest and low-friction user experience.

TOOLS, PIPELINES & KEYWORDS

- Generative AI, AI-assisted production, AI image workflows, AI video workflows, LLM concepts, LoRA concepts, prompt direction, Codex, Seedance, Nano Banana, Veo, Kling, production validation, workflow documentation, workflow automation, real-time engines, Unreal Engine, Unity, Sequencer, Movie Render Queue, MetaHuman workflows, photogrammetry, WebGL concepts, Jira, Confluence, Perforce, Photoshop, 3D production pipelines, art outsourcing, vendor review, production tracking, schedule management, budget-aware production, stakeholder reporting.

EDUCATION

- Associate of Arts (AA), Illustration - College of the Canyons, Santa Clarita, CA
- Associate of Arts (AA), Illustration - Moorpark College, CA
- Figure Drawing - The Art Institute, North Hollywood, CA