

ANDREW WILSON

Fremont, California

Mobile: 650-318-1297 E-mail apwilson67@gmail.com <https://www.awilsonportfolio.com>

https://www.youtube.com/channel/UC4_V22dP4yr09jw3l8hDZIA/?reload=9

<https://www.linkedin.com/in/apw animator/>

SUMMARY

Animator/Illustrator with 25 plus years of experience creating animation and art as well as managing creative teams. I'm seeking an opportunity to utilize my creative skills and experience to craft stories and bring imaginative ideas to life.

EXPERIENCE

HOGARTH / APPLE hybrid Feb 2025 – Sept 2025

Motion Graphic Designer

Motion Graphic Production for Apple. Creating motion graphic video content for websites, video, social media, commercials, and marketing. Work was created using Adobe Creative Suite Software, After Effects, Photoshop, Final Cut Pro, Trapcode Particular, and in-house proprietary plugins.

MONDO/ REINGOLD work from home July 2024 – Dec 2024

ILLUSTRATOR/ STORYBOARD ARTIST

Create illustrations and storyboards for 2D Animated Medical Videos for a well-known Children's Hospital. Illustrations were created in Adobe Illustrator and rigged for Adobe After Effects character animation plugins. Created Storyboards and illustrations in Adobe Illustrator and Photoshop

GIMMIE GAMES/ ARISTOCRAT work from home March 2023 – July 2023

ANIMATOR

2d Animator for Casino Slot Machine games. Animation and motion graphics for casino games created using Adobe Creative Suite, After Effects, Photoshop, and Premiere. Animation created in Esoteric Spine software and VFX in Trapcode Particular.

ACCENTURE/ GOOGLE work from home April 2022 – November 2022

Hybrid Motion Designer

Motion Designer for 2D and 3D videos for Google Multimedia. Using Adobe Creative Cloud Suite, Maxon C4D, After Effects, Photoshop, Illustrator, Animate, Final Cut Pro and Premiere. Created animations for marketing and in-house presentations for Google Products

SURPRISE.COM work from home August 2021 – January 2022

2D Animator 2D character animation created in Animate CC for a mobile device for Employee engagement and gamification app. 10-15 sec GIF animations of the Surprise character library for mobile devices. Hand-animated characters in Adobe Animate, were exported out to GIF files for web and mobile app

SPLAINERS work from home October 2021 – December 2021

2D AE Animator

Created 2D motion graphics and character animation in After Effects for Explainer Videos for a studio in Seattle, Washington. Character animation created in After Effects from Illustrator files.

CREATIVE CIRCLE work from home March 2021 – August 2021 Contract

Animator

Explainer Video for VC Firm. Created a story that told how a VC firm was started and about their early investments around the world. Had to create storyboards, characters, art assets, and animation. From script to screen. Animations were created in Toon Boom Harmony and composited in Adobe After Effects; sound editing was done in Adobe Audition. Created Storyboards in Storyboard Pro software

CETATI STUDIO, Emeryville, CA August 2020 – October 2020

Animator

2D Animator working in Toon Boom Harmony creating educational content for Origo Books. Animated characters read storybooks to children. Character animation and storyboards using Toon Boom Harmony and Storyboard Pro.

OAKLAND ATHLETICS, Oakland, CA June 2019 – July 2020

Motion Graphics/ Scoreboard Operator

Create motion graphics and animated content for the scoreboard, ribbons and social media. Operate scoreboard ribbons during gamedays. Created Animation and graphics in After Effects, Premier, Photoshop, Illustrator and the Adobe Creative Suite software. .

CETATI STUDIO, Emeryville, CA March 2019 – Sept 2019

Animator

2D Animator working in Toon Boom Harmony creating educational and Interactive content for grades K-12. Character animation and storyboards using Toon Boom Harmony and Storyboard Pro.

CINETELLER PRODUCTIONS, San Jose, CA Sept 2018 – Jan 2019

Lead Animator Postproduction Supervisor

Create animation and motion graphics and managing the postproduction team at Cineteller Productions. Created motion graphics and animation using the Adobe Creative, Storyboard Pro.

NAVERA, San Francisco, CA Aug 2013 – Jan 2017

Animation Director / Mgr.

I managed and directed a team of animators and artists. We had both an in-house team and outside contractors. Navera created 2D animation for interactive software and a mobile app for the healthcare and insurance industry. We developed animated modules and clips with 2D animated characters and motion graphics that educate the consumer to better understand all their healthcare and insurance benefits. We created an educational, engaging and entertaining experience. Software used was Toon Boom Harmony along with several products in the Adobe Creative Suite.(Photoshop, After Effects, Audition, Premier, Media Encoder, Flash and Illustrator)

Animation = Time, Time = Money. I developed an animation pipeline that enabled us to create engaging modules on time and within budget. I was responsible for creating and producing character designs, storyboards, art assets and style guides as well as animation. In addition to keeping projects on schedule, other tasks included managing art assets, animated scenes, sound editing, storyboard review, encoding and uploading final video content. I was responsible for taking the Navera branded product to the next level with a lip synced branded character, creating more fluid animation as well as updating the art and adding sound effects to the animated modules.

BENTO BOX ENTERTAINMENT, Atlanta, GA June 2012 – Dec 2012

Key Animator

SAVTIRA CORPORATION, Tampa, FL Feb 2011 – Feb 2012

Video Animator, Designer

Create videos, motion graphics and animation for Savtira's marketing department. A Cloud Commerce company Software used, Adobe Creative Suite 5.0, Camtasia, Sketchbook Pro and Cinema 4D R12

Tampa Bay Lightning, Tampa, FL Sept 2010- Jan 2011

Motion Graphic Manager

Managed a team of motion graphic artists creating motion graphics and animation for the Tampa Bay Lightning scoreboards and video monitors throughout the St Pete Times Forum

Software used, After effects CS5, Premier CS5, Photoshop CS5, Cinema 4D, Sketchbook Pro 2010 and Flash CS5

The Screen Engine, St. Petersburg, FL Aug 2008- Oct 2009

Animator / illustrator

Animator on several children's programs for PBS. Character design, storyboarding, backgrounds, animation and illustration.

Software used, Flash CS3, Sketchbook pro, Maya 8.0, After Effects, Photoshop and Painter IX

Davison Design, Pittsburgh, PA Nov 2006 – July 2008

Animation Director

Animation director on a Children's 2D Animated Series, created in Flash. Managed 6 Artist/Animators

Flash character animator on a new series. **The Inventsons.** Animated in Flash 8.

Storyboarding, Special effects created in After Effects, and Particle Illusion Character Designs, Concept Art, Character breakdowns and creation of Flash Character Libraries.

Turner Studios, Atlanta, GA May 2005 _ Oct 2006

Animator

Character animator, Adult Swim series **Harvey Birdman.** Animating in **Flash 8**

Traditional 2D character animation of Yogi Bear - **Yogi Bear, Zoo Atlanta**

Character animation on animated series, Stroker and Hoop for Adult Swim. Using traditional 2D animation skills in Flash MX.

Animated commercials for Cartoon Network, Kellogg's and NASCAR, with characters from Fosters Imaginary Friends using Flash MX.

Animation for Tooner Field @ Turner Field using characters from Fosters Imaginary Friends.

Sony Computer Entertainment America, San Diego, CA Aug 1998 – May 2005

Animator

Animation of baseball players on **MLB2005** using mo-cap data and the software Motionbuilder. Setting up 3D scenes for front-end interface using Maya.

Facial animation of players and coaches in **Gameday 2002** and **Gameday 2003** for the PS2, using Maya 4.0. Also tweaked characters' mo-cap animations to create more realistic body movements and added things like hand gestures.

Animated villains and other NPC characters for **Mark of Kri** for the PS2. Created walk, run, jump, death, and dead-time animation cycles, to name a few.

Sole animator on **4Xtreme** and one of two animators on **Angels 2070** (both unpublished), for the PSX. Used Alias Power Animator and Maya to create various animation cycles (i.e. walk, run, jump, death, etc.) for both player and NPC characters.

Primal Screen, Atlanta, GA

Dec 1997 – July 1998

Animator

Animated various Hannah Barbera and Cartoon Network characters for television bumpers for the Cartoon Network. Duties included traditional character and effects animation, layout, and storyboarding, using Adobe Premiere and After Effects.

Disney Interactive, Burbank, CA

Nov 1996 – Nov 1997

Animation Director

Oversaw and set up animation processes and pipelines for outside developers. Created layouts, storyboards, and character and prop designs for Disney's Mathquest with Aladdin for the PC. Also developed a system for keeping animation frame counts low by reusing common frames.

Westwood Studios, Las Vegas, NV

Nov 1994 – Aug 1995

Animator

Animated monsters and NPC characters for **Lands of Lore** a PC game. Animated the first **3D Monopoly Game** for PC. I animated Uncle Penny Bags, using 3D Studio MAX.

FREELANCE WORK Feb 2017- Current

- **SHARECARE INC** Create 2D animated episodes of "Told Ya So" for Dr. OZ Television show and websites.
- **FUTURE STATE** Animated explainer videos and illustrations for tech companies such as Roche and Clif Bar
- **GAME COMMERCE** Animation for Amazon's "The Tick" mobile game for Snapchat, Mobile soccer game for PUMA
- **IDEA MACHINE** Whiteboard illustrations for several events in SF. Create whiteboard illustrations

EDUCATION

Joe Kubert School of Cartoon and Cinematic Animation, Dover, NJ

Certificate in Cinematic Animation Studied traditional animation from former Disney Animator, Milt Neil.