ANDREW M. CURRIE

8206 Pleasant Plains Rd.
Towson, MD 21286

andrewcurrieart.com/reel

andrewmcurrie@gmail.com
(312) 316-4494

PROFILE

- Experienced as a camera and layout artist specialized in previs, scene layout, camera work, and editing.
- Recipient of **Animation Mentor's "Mentor's Choice" Award**. Work featured in the school's 2017 and 2018 **Student Showcases**, website, and social media.

EXPERIENCE

Animator, *Firaxis Games / 2K Games.* 2022 - Now
- Animating full-screen dialogue and acting performances for unannounced title.

Animator, *Run Totti Run.* 2019 - 2022
- Short film project led by Pixar veterans, directed by Shad Bradbury. www.runtottirun.com

Cinematic Lead, *Firaxis Games / 2K Games.* 2009 - Now
- Responsibilities: **Cameras and layout** for narrative cinematics, **real-time cameras** seamlessly integrated into gameplay, **previs** for cinematics and game design, art direction, scripting in Unreal "Blueprint", lighting, rendering, bug-fixing, and editing.
- Collaboration with programming, animation, art, and effects teams.
- Principal cinematic artist on award-winning *XCOM* series, average **Metacritic score of 88**.
- **Combat designer** on *Marvel's Midnight Suns*.

Shareholder and Artist, *Sleepwalker Media, LLC.* 2009
- Established a new company to create cinematics, animation, and previs for TV, film, and game clients such as Epic Games, Gearbox, and the US Army.

Cinematic Director, Cinematic Lead, Cinematic Artist, *Midway Games.* 2004 - 2009
- Shot cameras and laid out complex cinematic sequences in a wide variety of genres. Created real-time cameras using proprietary tools. Also: Previs, editing, lighting, rendering.
- **As director:** Designed cinematic style and art direction, created animatics, approved shots.
- **As lead:** Acted as point of contact for the team, managed artists and production schedule.

EDUCATION

Animation Mentor
Diploma in Advanced Character Animation Studies, 2016-2018.
- **Mentor's Choice Award**.
- Work selected for **2017** and **2018 Student Showcase**.
- Featured on school's website, social media pages, and promotional materials.
- "Peer Buddy" volunteer.
- Mentors: Nate Wall (Pixar), Dimos Vrysellas (Brown Bag Films), Drew Adams (DreamWorks), Ray Chase (Reel FX), Dave Burgess (Animal Logic), Sean Sexton (DreamWorks).

Purdue University, West Lafayette, Indiana.
Bachelor of Science, **Computer Graphics**, May 2003 (**With Distinction**).
- Computer Animation Specialization.
- Dean's List each semester, Honors.
- **3.78**/4.00 GPA.

DEVELOPMENT

Photography; Life drawing; Filmmaking; Film studies; Teaching; Playing music.