

ANDREW M. CURRIE

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PROFILE

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

EXPERIENCE

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|---|-------------|
| Animator, <i>Run Totti Run</i>. | 2019 - Now |
| <ul style="list-style-type: none">▪ Short film project led by Pixar veterans, directed by Shad Bradbury. www.runtottirun.com | |
| Cinematic Lead, <i>Firaxis Games / 2K Games</i>. | 2009 - Now |
| <ul style="list-style-type: none">▪ Responsibilities: Cameras and layout for narrative and marketing cinematics; real-time cameras seamlessly integrated into gameplay; previs for cinematics and game design. Also: lighting, rendering, scripting, art direction, bug-fixing, editing, and compositing.▪ Collaboration with programming, animation, art, and effects teams.▪ Principal cinematic artist on award-winning XCOM series, with an average Metacritic score of 88, and on the upcoming Marvel's Midnight Suns. | |
| Shareholder and Artist, <i>Sleepwalker Media, LLC</i>. | 2009 |
| <ul style="list-style-type: none">▪ Established a new company to create cinematics, animation, and previs for TV, film, and game clients such as Gearbox, Epic Games, and the US Army. | |
| Cinematic Director, Cinematic Lead, Cinematic Artist, <i>Midway Games</i>. | 2004 - 2009 |
| <ul style="list-style-type: none">▪ 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, reviewed and approved shots.▪ As lead: Acted as point of contact for the client, managed artists and production schedule.▪ Titles: <i>Blitz: The League</i> (1, 2), <i>NBA Ballers</i> (2, 3), <i>Mortal Kombat vs. DC Universe</i>, <i>Stranglehold</i>, <i>The Wheelman</i>. | |

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.