

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 Showcases**, 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, Firaxis Games / 2K Games. <ul style="list-style-type: none">▪ Animating full-screen dialogue and acting performances for unannounced title. | 2022 - Now |
| Animator, Run Totti Run. <ul style="list-style-type: none">▪ Short film project led by Pixar veterans, directed by Shad Bradbury. www.runtottirun.com | 2019 - 2022 |
| Cinematic Lead, Firaxis Games / 2K Games. <ul style="list-style-type: none">▪ Responsibilities: Cameras and layout for narrative cinematics, real-time cameras seamlessly integrated into gameplay, previs for cinematics and game design, lighting, rendering, scripting, art direction, bug-fixing, and editing.▪ Collaboration with programming, animation, art, and effects teams.▪ Principal cinematic artist on award-winning XCOM series, with an average Metacritic score of 88, and combat designer on the upcoming Marvel's Midnight Suns. | 2009 - Now |
| Shareholder and Artist, Sleepwalker Media, LLC. <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. | 2009 |
| Cinematic Director, Cinematic Lead, Cinematic Artist, Midway Games. <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, approved shots.▪ As lead: Acted as point of contact for the team, managed artists and production schedule. | 2004 - 2009 |

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.