

# 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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|---|-------------|
| <b>Animator, <i>Run Totti Run</i>.</b> <ul style="list-style-type: none"><li>Short film project led by Pixar veterans, directed by Shad Bradbury. <a href="https://www.instagram.com/runtottirun">instagram.com/runtottirun</a></li></ul>   | 2019 – Now  |
| <b>Cinematic Lead, <i>Firaxis Games / 2K Games</i>.</b> <ul style="list-style-type: none"><li>Responsibilities: <b>Cameras and layout</b> for narrative and marketing cinematics; <b>real-time cameras</b> seamlessly integrated into gameplay; <b>previs</b> for cinematics and game design. Also: lighting, rendering, scripting, art direction, bug-fixing, editing, and compositing.</li><li>Collaboration with programming, animation, art, and effects teams.</li><li>Principal cinematic artist on award-winning <b>XCOM</b> series, with an average <b>Metacritic score of 88</b>, and on the upcoming <b>Marvel's Midnight Suns</b>.</li></ul>   | 2009 – Now  |
| <b>Shareholder and Artist, <i>Sleepwalker Media, LLC</i>.</b> <ul style="list-style-type: none"><li>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.</li></ul>   | 2009        |
| <b>Cinematic Director, <i>Midway Games</i>.</b> <ul style="list-style-type: none"><li>Designed cinematic style and art direction, created animatics, reviewed and approved shots.</li></ul> <b>Cinematic Lead</b> <ul style="list-style-type: none"><li>Acted as point of contact for the client, managed artists and production schedule.</li></ul> <b>Cinematic Artist</b> <ul style="list-style-type: none"><li>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.</li><li><b>Titles:</b> <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>.</li></ul> | 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.