



ANDY CEPOLLINA

Visual Storyteller

Los Angeles, CA 90034

425-241-8166

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PROFESSIONAL SUMMARY

I am a recent graduate eager to launch my career in the animation industry. Digital media has always been a passion of mine, be it animation, game development, or video. I am a quick learner and pride myself on my work ethic and adaptability – and I mesh well with any team!

[Portfolio](#)

[Reel](#)

[LinkedIn](#)

SOFT SKILLS

- Storytelling
- Deadline-driven
- Project Management
- Creative Problem Solving
- Verbal and Written Communication

HARD SKILLS

- 2D & 3D Animation
- Stop Motion Animation
- Graphic Design
- Compositing/Editing
- Motion Graphics
- Proficient in Blender
- Technical Art
- Programming & Scripting

SOFTWARE PROFICIENCY

- Adobe After Effects, Premiere Pro, Photoshop
- Blender, Autodesk Maya
- ToonBoom Harmony
- Dragonframe
- Unity & Unreal Engine
- Office Suite
- C#, Java, Python, visual scripting
- Shader graph

CONTACT

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EDUCATION

Loyola Marymount University | Los Angeles, CA

Bachelor of Arts in Animation, May 2022.

Honors: Magna Cum Laude, GPA: 3.74

PROJECTS

[Monastery](#) | **Art Lead, Technical Artist** | **August 2022**

Led team of 4 artists to create assets for indie video game demo.

Programmed in Unity, pixel art created in ProMotion NG

[08/03/1967](#) | **Sequence Animator** | **August 2022**

Created sequences for documentary introduction and interviews.

Animated/composited in After Effects

[Mobius](#) | **Director, Lead Animator, Editor** | **May 2022**

Senior Thesis at LMU. Hybrid Animation (2D, 3D, Stop Motion), 4 min.

Animated in Harmony, Blender, Dragonframe, and After Effects

[Icon Animorum](#) | **3D Artist, Compositor** | **April 2022**

Designed 3D assets + animations to be used in immersive AR exhibit.

Animated in Blender and After Effects

[Take As Needed](#) | **Level Designer, Programmer** | **September 2021**

Designed + programmed introduction sequence for video game.

[The Wide Wide West](#) | **Director, Animator, Editor** | **December 2019**

2D Animated film, 5 min.

Animated in Storyboard Pro and Harmony, composited in After Effects

Voted Best Animated Film @ The Wild Bunch Film Festival

WORK EXPERIENCE

Contract Animator | **Freelance**

May 2022 – Present

Creating animated video sequences for various projects, from storyboarding to final deliverable. Using Blender, After Effects, and mixed physical media to create motion graphics and narrative animations.

Animation Assistant | **LMU School of Film and Television**

September 2021 – May 2022

Provided assistance to student animators including: rough animation, clean animation, compositing, sound design, and pipeline engineering. Worked closely with animation faculty to troubleshoot technical issues.

Post Production Assistant | **LMU School of Film and Television**

October 2019 – February 2022

Created informative motion graphics to communicate information regarding COVID-19 regulations and on-campus events. Provided technical assistance and software troubleshooting advice.

Produce Associate | **Mitsuwa Marketplace**

May 2019 – August 2019

Met customer needs in a fast-paced environment. Ensured customer safety by managing and organizing stock effectively.