

ANDREW FORD - SENIOR ANIMATOR

OBJECTIVE Creative and experienced AAA cinematic animator seeking challenging opportunities to make an impact in the industry as well as creating a positive, enjoyable workplace to thrive and grow.

- SKILLS**
- 8+ years of cinematic animation experience in the industry producing AAA game titles.
 - Detailed eye in polish and subtleties in bringing characters to life for body and facial performances.
 - Proficient in Maya with excellent understanding of layers, time editor, HIK and constraints.
 - Exceptional experience in high quality face animation using FACS.
 - High value in acting out complicated shots for realistic reference.
 - Strong communication skills collaborating with multiple departments.
 - Strong problem solving and troubleshooting skills.
 - Self-driven with minimal direction needed.
 - Vocal on improving workflow and giving technical and emotional support.

Programs: Maya, Motion Builder, Unreal, Perforce, ShotGrid, JIRA

WORK HISTORY

HALON ENTERTAINMENT, SENIOR ANIMATOR *JAN 2023-MAY 2023*

Cinematic animator working directly with the lead, supervisor, and client (Epic supervisor). Responsible for creating keyframe performances as well as giving notes and feedback to other animators on the team. This was more of a leadership role guiding the team to align to the standards of what the client was looking for. Quality controlled each cinematic in Unreal Engine.

Titles: Fortnite

WARNER BROTHER GAMES, SENIOR ANIMATOR *AUG 2021-DEC 2022*

Cinematic animator polishing body performances with characters, creatures, and ghouls. Implementing animations directly into the Unreal engine. Role included more collaboration, directing, and troubleshooting on top of being assigned full cinematic sequences.

Titles: Hogwarts Legacy

SONY INTERACTIVE ENTERTAINMENT, MID/SENIOR ANIMATOR *SEP 2015-JULY 2021*

Cinematic animator polishing body mocap data and facial performances for multiple titles. Focused on studying actors and using FACS for face data. Strong focus with detailing on props such as guns, coins, newspapers, ropes, and backpacks. Worked on a stylized keyframe project as well.

Titles: The Last of Us Part 1 & 2, Ratchet and Clank: Rift Apart, Uncharted 4, Uncharted: Lost Legacy, Spiderman: Miles Morales, Farpoint, Days Gone

SONY INTERACTIVE ENTERTAINMENT, INTERN *JUNE 2015-SEP 2015*

Twelve-week internship working on motion capture implementing between Maya and Motion Builder for MLB 2016.

EDUCATION **FULL SAIL UNIVERSITY, FL** *JUNE 2013-MAY 2015*

Bachelor of Science, Computer Animation GPA: 3.7

Learned all departments of the pipeline including concept art, modeling, rigging, animation, visual effects, lighting, and compositing.

VOLUNTEER **SIGGRAPH STUDENT VOLUNTEER** *LOS ANGELES 2015*

EXPERIENCE

Assisted conference contributors and vendors at various venues. Provided general assistance in all areas of the convention center. Required high social skills and clear communication to help attendees.

SIGGRAPH STUDENT VOLUNTEER *VANCOUVER 2014*

General admission, guidance, and navigation to different halls and conference rooms.
