

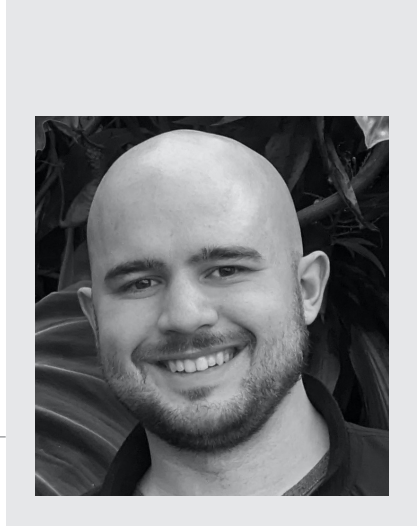
RESUME

CG GENERALIST

ANDREW WILSON

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EXPERIENCE

02/2020 - Present **CHROMOSPHERE**, GLENDALE, CA
CG Generalist

I currently work as a handyman, employing a diverse range of tools to produce content for studio clients and internal projects. In my role, I have conducted research and development to pioneer new workflows in Unreal Engine for stylized linear content. I bring adaptability to rapidly evolving projects with shifting production priorities, requiring a variety of expertise for successful execution.

05/2019 - 01/2020 **MAKEMAKE ELASTIC**, SANTA MONICA, CA
Freelance 3D Artist

I offered services encompassing modeling, texturing, layout, and lighting for diverse projects. This included tasks such as producing set extensions for live-action plates, crafting photorealistic assets, and lighting CG scenes for seamless compositing with live action.

12/2018-05/2019 **STORYBOTS INC**, LOS ANGELES, CA
3D Artist / Lighter Compositor

Hired for the third season of 'Ask the StoryBots.' I modeled and textured a stylized hero car asset for seamless integration with a live-action celebrity guest. Additionally, I handled lighting and compositing tasks to blend character animations onto live action plates against stylized matte paintings and photo backgrounds.

08/2016-12/2018 **THE STUDIO**, NEW YORK, NY
CG Generalist

I collaborated across all aspects of animation production, generating diverse motion graphics and character-driven commercial content. Iterated ideas swiftly within tight time constraints in order to meet short deadlines. Additionally, I spearheaded the development of new 360 videos and conducted experiments with AR content for both the studio and clients.

EDUCATION

2012 - 2016 **COMPUTER ANIMATION B.F.A**
Ringling College of Art and Design, Sarasota, FL

In the Computer Animation program at Ringling College of Art and Design, I gained a comprehensive understanding of the principles and techniques of animation. I honed my skills in visual storytelling, character design, and mastered industry-standard software, laying a strong foundation for a career in animation.

2018-2021 **VARIETY OF COURSES**
CG Master Academy, Sherman Oaks, CA

I have enrolled in various online courses over the years with CG Master Academy to enhance my proficiency in a range of techniques and software, encompassing hard surface modeling and building foundational knowledge in Houdini and Unreal.

SKILLS

SOFTWARE SKILLS

STATEMENT

Modeling	██████████
Lighting	██████████
LookDev	██████████
Rigging	██████████
Compositing	██████████
Animation	██████████

Maya
ZBrush
Substance Painter
Substance Designer
Nuke
Unreal

After Effects
Arnold
V-Ray
Photoshop
Premiere
Blender

I am an artist who finds joy in seeing exceptional ideas come to life and manifest into something beautiful. I firmly believe that storytelling is ingrained in our essence as a species, and I take pride in contributing to the art of visual storytelling whenever and wherever I can.