

Andrew Garber

www.andrewsanimation.com

510-557-5279

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Objective To gain Experience in Character animation where I can work with creative professionals and continue to learn animation.

Education

Academy of art

9/03 – 5/08

University

BFA in Character Animation

San Francisco, CA

Relevant courses

- PIXAR 1 class taught by PIXAR animators
Andy Beal and Travis Hathaway (admittance through reel review)
- PIXAR 2 class taught by PIXAR animators
Adam Burke and Mike Wu (admittance through reel review)
 - Acting for Animators
 - Storyboarding for cartoons
 - Clothed figure drawing 3 taught by Chuck Pyle
 - Character animation studio taught by ILM animator Jean-Denis Haas

Skills

- Familiarity with: Maya, Photoshop, Adobe after Effects, Premiere, Final Cut Pro, Painter
- Strong knowledge of Maya and Photoshop
- Solid background in traditional art skills
- Hand drawn animation
- Camera, composition, story and storyboarding skills
- Ability to work collaboratively in a team environment
- Strong communication and organizational skills
- Works very well under strict deadlines
- Attention to detail

Work Experience

06/06 - 12/06

Toys R Us

Newark, CA

-Customer service, sales associate, stocking, cashier, training new employees

Interests

Movies, technology, animation, art, videogames, music
Learning new things and working with other creative people