




Andrew Mottola

2D Character Animator

 andrewmottola@gmail.com

 andrewmottola.com

Skills

2D Character Animation
2D FX Animation
2D Harmony Rigging
Storyboarding
Compositing

Software

Harmony
Photoshop
After Effects
Animate
Clip Studio Paint

Education

**BFA 2D Animation from Savannah
College of Art and Design,
Atlanta GA**
-GPA 3.91

Honors and Awards

Bunny to the Moon

(Contributing Artist)

-Cinequest 2024: Official Selection
-Rookies 2023 Finalist

Vainglorious

(Contributing Artist)

-Atlanta Film Festival 2024
-Official Selection
-Los Angeles Movie Awards 2024
-Best Animation

-Rookies 2023 Finalist

A Shadow's Glow

(Contributing Artist)

-Minneapolis St. Paul International Film
Festival: Official Selection
-DisOrient Asian American Film Festival
of Oregon 2024: Official Selection
-AltFF 2023
-Best Action/Adventure Short

Have you Eaten?

(Contributing Artist)

-Southeast Student Production Awards
2024
-Animation/Graphics/Special Effects

Projects

Lineage (Co-Creator)

(September 2023-November 2023) *Harmony, Photoshop, Maya*

- Responsible for rough and cleanup animation for character liftoff/flying sequence
- Created shooting star FX to sync with music and background star FX

Bunny to the Moon (Animation Lead, 2DFX Animator)

(January 2023-June 2023) *Harmony, Clip Studio Paint*

- Oversaw animation quality for all character animation clean-up and flat color
- Made rough animation and did clean-up for various shots
- Developed visual style and guide for light 2DFX throughout the film
- Animated various 2DFX shots

Vainglorious (Rough Character Animator)

(January 2023-June 2023) *Harmony*

- Responsible for rough and cleanup animation on various shots

Fresh meat (Director)

(September 2022-November 2022) *Harmony, After Effects, Photoshop, Maya*

- Oversaw film direction and quality
- Created storyboards for the film
- Gave animation notes and draw overs for 3D animation
- Developed 2DFX and style guide for slime and motion smears
- Composited 3D and 2D elements while adding color correction

A Shadow's Glow (Rough/2D Rig Animator, 2DFX Animator)

(January 2023-June 2023) *Harmony*

- Responsible for rough keys, rig, and 2D FX animation on an action shot

Have you Eaten? (Rough Character Animator)

(January 2023-March 2023) *Harmony*

- Responsible for rough keys and breakdowns for a shot in the film
- Experimented with 2D FX style for various shots

Far Away Music Video (2D Character/FX Animator)

(June 2023-August 2023) *Harmony*

- Responsible for rough and cleanup animation for character liftoff/flying sequence
- Created shooting star FX to sync with music and background star FX

Merit Medical (Portrait Artist)

(December 2022-Current) *Clip Studio Paint*

- Portrait Illustration to reward top sales representatives