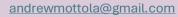


Andrew Mottola

2D Character Animator



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