

Andy Cunial

503.997.0157
www.actionPackedAndy.com
andy.cunial@gmail.com

ANIMATOR

■ 2-D ■ 3-D ■ Stop-Mo

Software Proficiency & Qualifications

Maya	Flash	Pro Tools	After Effects
Illustrator	Photoshop	Final Cut Pro	Premier

I have had 7+ years experience with all forms of adobe software, primarily on a PC, however I'm also Mac suave. I've used Maya for 6+ years, and had 4+ years experience using editing software. I'm quick to learn new software and not afraid to dive into something challenging.

Experience and Past Projects

Vespa Hillsboro	Web site and Graphic Design Responsible for creation of company logo, as well cropping photographs for use on the web site. www.vespahillsboro.com	2009 - PRESENT
Columbia Scooters	Web site and Graphic Design Responsible for photographing and color correction of products for sale via online web based system. Also created pop-up pages with details for specific products and PDF installation instructions for various other products www.columbiascooters.com	2006 - PRESENT
Puppet Display	"The Fantastic Mr. Fox" Premier, Tualatin Oregon Invited to displayed constructed stop-motion puppet while answering questions about the stop-motion animation process to premier attendees.	November 2009
"Be Mine"	3D Animator - Student 3D Short Film Animated 3 scenes of CG animation remotely through email. I was sent a rough animatic and script, and from those animated keys and break downs. After critique, I revised any issues and sent the files back to be rendered.	June 2008
"Lazy Dayz"	Stop Motion Animator Stopmotion short, Premiered at Rose City Animation Showcase '09 as final piece. Constructed puppet as well as set and animated as final project for class assignment.	December 2009
"Exit, Cage Left"	2D Animator -Student 2D Short Film Assisted with 2 scenes of traditional animation. Responsible for understanding and following dope sheets as well as charts. Worked with lead animators to clean up where opportunities were available.	September 2007

Education

Bachelors degree in Media Arts & Animation at the Art Institute of Portland Focusing on 3-D and Stop-Motion animation while developing strong editing and conceptual skills.	March 2010
---	------------

references and past employment available upon request