

# Andrew Christophersen

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## Experience

### **ArenaNet** (*Technical Artist*) April 2017 - Present

Unannounced

- Developing component rigging pipeline for character animation.

### **Uber Entertainment** (*Technical Animator*) November 2011 - April 2017

Cosmic Chef (Google Daydream)

- All characters rigged with my Python rigging module.
- Animated seven unique chef's with different dance styles.
- Setup all characters in Unity and created particle effects.

Wayward Sky (PS4: Morpheus)

- Rigged and animated characters for a VR interactive storytelling experience.
- Created effects for gameplay and cinematics.

Planetary Annihilation: Titans (PC, Linux, OS X)

- Rigged and animated all units and structures in the game.
- Created effects for unit's attacks and destruction.

Planetary Annihilation (PC, Linux, OS X)

- Modeled, rigged and animated all units and structures in the game.
- Produced community live streams, team photography.

Toy Rush (iOS, Android)

- Modeled, rigged and animated units and structures for the game.

Super Monday Night Combat (PC)

- Animated over 100 taunts that players can purchase and use in game.
- Developed trailers in Unreal to promote the game and new features.
- Rigged, skinned and animated a variety of characters.

### **Warner Brothers Seattle** (*Cinematic Animator*) April 2010 - November 2011

Lord of the Rings: War in the North (360, PS3, PC)

- Designed and animated in-game cut scenes for non-interactive story moments.
- Directed and cleaned up motion capture animation for in-engine cinematics.
- Helped design and test new cinematic pipeline.

### **Uber Entertainment** (*Animator*) February 2010 - April 2010

Monday Night Combat (XBLA)

- Built facial rigs for hero units and animated characters for the commercial trailers.
- Animated most of the taunt animations players could trigger in game.

### **Gas Powered Games** (*Animator*) May 2007 - February 2010

Supreme Commander 2 (360, PC)

- I was the animator responsible for rigging and animating all in-game characters in Max for cut-scene and game play movement.
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- I was responsible for all rigged character and animation assets export into the game. I addressed all bugs that were related to the animation assets and character setup.

#### Island Paradise (Wii) Canceled

- Animated and rigged over 20 characters with large and diverse animation libraries utilizing character driven locomotion.
- Directed, animated and scripted non-interactive scenes using proprietary scripting language and tools.

#### Space Siege (PC)

- Animated and rigged characters while assisting in scripting, modeling and texturing.
- Helped develop the animation export pipeline by working with engineers.

## Skills

- Maya, Python, 3DS Studio Max, Unreal 3, Unity, After Effects, Photoshop, and Premiere.

## Education

### ***Art Institute of Portland*** *June 2003 - June 2006*

- Bachelor of Science, Game Art and Design