

Andrew Christophersen

andrew.christophersen@gmail.com

andrewchristophersen.com

503.816.6017 - Kirkland, WA

Experience

ArenaNet (*Technical Artist*) November 2011 - April 2017

Unannounced

- Developing artist pipeline for real time physics simulation.

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

Cosmic Chef (Google Daydream)

- All characters rigged with my Python rigging module.
- Animated seven unique chefs 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.
-

- 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