

Andrew Filson Martinez

ANIMATOR

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EXPERIENCE

Zynga, Chicago, IL —

Principal Animator | March 2021 - Present

Senior Animator | March 2020 - March 2021

Animator | January 2019 - March 2020

Responsible for the animation and implementation of 2D and 3D assets for *Hit it Rich*. This involves the creation of textures in Photoshop, modeling, rigging, and animation in Maya, and game assembly in Unity.

TinyCo/Jam City, San Francisco, CA —

Senior Animator | June 2017 - May 2018

2D Animator | June 2015 - June 2017

Contract Animator | October 2014 - June 2015

Developed high-quality animations (actions and walk cycles) for *Family Guy: The Quest for Stuff*.

FREELANCE EXPERIENCE

Age of Learning, Glendale, CA | 2018

Freelance Animator for educational games and experiences.

Renegade Animation, Glendale, CA | 2018

Freelance Animator on various projects including *Unikitty* for Cartoon Network and *DC Superhero Girls* for WB.

The Directors Bureau, Los Angeles, CA | 2014

Freelance Storyboard Artist for TV advertisements.

ECHO::Canyon | 2014

Freelance Rigger and Animator.

EDUCATION

B.F.A. in Animation
California College of the Arts
Oakland, CA | 2011-2014

B.A. in Political Science,
Studio Art
Trinity University
San Antonio, TX |
2006-2010

SKILLS

Experience in: 3D animation, 2D animation, stop-motion animation, character rigging, and storyboarding.

Software: Autodesk Maya, Unity, Adobe Animate/Flash, Adobe Photoshop, Adobe After Effects, Spine, and Dragonframe.