

Andres J. Corredor

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Skills

- 2D Animation
- 3D Animation
- Lighting
- Storyboarding
- 3D Layout
- Character Turnaround and Poses
- Excellent communication skills
- Color Designer
- Photography
- Photo/video editing
- Visual Development
- 2D Rigging
- Texture
- Creative thinker
- Knowledge of Animation Pipeline

Career Experience

University of Oklahoma – Norman, OK

08/24 - Present

Motion Graphic Artist

- Design, create and animate assets, illustrated characters, and environment assets.
- Crafting, editing and rendering content.
- Transform concepts into interesting visuals while ensuring brand consistency and a high level of aesthetic quality.
- Translate complex functional requirements into layouts and interfaces/
- Create storyboard that demonstrates the user interactions within the motion graphics
- Create a diverse range of illustrations based on the visual style guidelines for each project.
- Create animation rigs ensuring each project uses a well-crafted and efficient workflow..

Disney College Program – Orlando FL

07/23 – 12/23

QSR-Animal Kingdom Outdoor Foods

- Delivered exceptional customer service and managed payment transactions of food kiosk.
- Maintain stands through the transactions of 400+ guests and restocking of items throughout in preparation for the next day by keeping food up to time of health control standards.

Disney College Program – Orlando FL

06/22 – 01/23

Daily Attractions Main Street Ops

- Focused on the safety of 1000+ guests during operations of Fireworks, and Parade performances by following safety guidelines and providing guests assistance.
- Handled unexpected situations with a calm and consistent attitude while maintaining guest safety and rising to the occasion.
- Recognized by leadership for being an excellent worker at guest flow team during the Magic Kingdom's nighttime spectacular during difficult weather.

SCADPro X Square Panda – Savannah, GA

03/22 – 05/22

Storyboard and Character Designer

- Conceptualize a marketing narrative for ScadPro with the team while taking notes of the brainstorming sessions.
- Collaborated with the CEO and Art Director to explore, create character designs, and create a consistent theme.
- Developed character designs to establish consistent visual guidelines and showcase several designs for the project.
- Created storyboards which included 100+ panels for segments in a 6-minute short film for a marketing campaign.
- Worked closely with the Art Director and CEO to review storyboards.

The Tag Team – Savannah, GA**04/22 – 05/22****Cleanup Artist**

- Assist the team in finalizing the 2D animation shots.
- Consistently met deadlines provided by the producer.

A Candle Story – Savannah, GA**01/22 – 03/22****Producer and Texture/Lighting Artist**

- Successfully managed the project assignments and ensured the tasks were delivered on time by the other artists while working in a collaborative environment.
- Responsible for team meetings and organizing the assets.
- Involved in developing textures, layouts and lighting designs for the assets.
- Collaborated with the director to interpret and execute key environmental layout and lighting based on the key art direction.

The Unknown – Savannah, GA**02/21 – 04/21****Cleanup Artist**

- Assist in finalizing 2D animation shots.

Murder of Crows – Savannah, GA**08/18 – 05/19****2D Animator and Composer**

- Collaborated in the narrative with the team by providing experimental animation and storyboard concepts.
- Responsible for animating and composing assigned final shots.
- Created line art and textures for the assets.

Education and Certification

- Masters in Animation, Savannah College of Art and Design - Savannah, Georgia, 2023.
- Bachelor of Fine Arts, Degree in Animation, Savannah College of Art and Design - Savannah, Georgia, 2019.
- Certificate in Cut-Out Animation. Toon Boom Harmony. 2021.

Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Blender
- Moho 14

- Storyboard Pro
- Toon Boom Harmony
- Maya
- Arnold Lighting