

ANDREW MICHAEL CHIN

animator / cg & traditional artist

Miami, FL
305-992-8133
achin03@gmail.com
www.andrewmichaelchin.com

Summary

Professional Animator since 2008 with skills in cinematic and game-cycle animations, motion-capture, facial, and lip-sync performance. Highly proficient in Autodesk Maya, MotionBuilder, Adobe After Effects, Photoshop, Apple Final Cut Pro, Shake, and CorelDRAW. I wish to utilize my talents to support a studio's drive to produce quality digital entertainment.

Experience

Oct. 2011 - Present

Animatic Media, Inc.

Freelance Character Animator

- Keyframe animate various character rigs in a production pipeline

Nov. 2008 - Present

Legal-eze Litigation Consulting & Graphics

3D Animator

- Manage all pre-visualization and scene layout
- Handle modeling, rigging, texturing, and lighting
- Animate all assets, characters, and vehicles
- Manage rendering, compositing, and post-production responsibilities

Projects

Pre-Visualization Commercials for PlaySkool, Nature Sweet, Persil, Special K
Produced by Animatic Media, Inc.

Character Animator

Oct 2011 – Jan 2012

“Jeux Principaux”, 3D Animated Short

Directed by Ted Isla & Michael Banks

Lead Animator

February 2008

Skills

Character Animation & Basic Rigging – Keyframe & Mo-Cap

Environment, Prop, and Character Modeling

Texturing & Lighting

Rendering & Compositing – Mental Ray

Education

Full Sail University - Winter Park, FL

Bachelor Degree of Science in Computer Animation, October 2008

Valedictorian

Florida International University - Miami, FL

Bachelor Degree of Fine Arts in Art, December 2006

Honors & Achievements

Full Sail University Course Director Award of Excellence, 2D Animation, 2008

President of the Sigma Phi Chapter of Phi Gamma Delta, 2004 - 2005

Who's Who Among Students in American Universities and Colleges, 2003 – 2004