

Andy Wakeley
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Objective: To work in a collaborative and creatively challenging role bringing characters to life, at a studio with a high level of artistry and storytelling.

EDUCATION

Independent Study Developing traditional fine art skills and character animation ability	2007
Queensland College of Art B Animation with Honours	2005
Queensland College of Art B Animation Degree	2004
Animation Medal	2004
Griffith Award for Academic Excellence	2004
Griffith Award for Academic Excellence	2003
Griffith Award for Academic Excellence	2002

SKILLS

- 3D character animation.
- 3D character modelling, rigging, texturing and lighting.
- **Software:** 3ds max, XSI, Maya, Adobe Photoshop, Corel Painter, Adobe After Effects, Adobe Premiere, Toon Boom Studio, USAnimation.
- **Traditional Art:** Life Drawing, Character Design, Painting, Hand-drawn Animation, Storyboarding.
- Creative problem-solving.
- Enjoys working collaboratively
- Well-organised.
- Excellent written and spoken communication.

EXPERIENCE

Flying Bark Productions – Animator on <i>Zeke's Pad</i> TV Series	2008
Teaching life drawing at Queensland College of Art	2006
Pandemic Studios Brisbane – Character Artist	2006
Short Film – Paint (3D Computer Animated) – Directed and animated	2005
Short Film – In The Jungle (Hand-Drawn combined with 3D Backgrounds)	2003
Freelance Work	
Logo animation for Net Retriever software.	2005
Modelling, Rigging, Texturing, and Animating character for Pialba Brake, Clutch and Steering Hervey Bay TV commercial.	2004
Modelling, Rigging, Texturing, and Animating character for Frank's Home Décor Centre Hervey Bay TV commercial.	2004
3D Logo animation for Tarrants Hervey Bay TV commercial.	2004
2D character design and animation for Gabba cricket match scoreboard.	2003