







ANDREW BORNO

2D & CG ANIMATION PROFESSIONAL

Skills and Highlights:

-  Over nine years of professional work experience in 2D character animation (*Harmony / Flash*), on top of continued training and study of related skills and software.
-  Further experience in related creative roles (*storyboarding, character design & TD, composing, etc.*) allow me to insightfully collaborate and problem-solve with artists and technicians up-and-down the production pipeline.
-  A broad, digital proficiency lets me rapidly adapt to in-house workflows, custom plugins and the ever-changing landscape of industry tools and software. I am also *platform-agnostic*, freely working in-and-between *Windows, Mac OS X* and *Linux* systems without assistance.
-  I hold a determined artistic objective to create engaging animated performances that can excite and resonate deeply with others. I am excited and energized to work alongside a team of artists who share my enthusiasm for rousing visual storytelling through animation.

Work Experience and Projects:

Titmouse, Inc. · Hollywood, CA

Animator (2014 - Present)

Animated on the first and (most recently) second seasons of *Niko and the Sword of Light (2017)* for Amazon Studios; also animated on Amazon's *Little Big Awesome (2018)*, Titmouse's first in-house feature film *Nerdlund (2016)*, as well as a variety of unannounced pilots, shorts and featurettes for Disney, Nickelodeon, and Blizzard Entertainment.

DC Super Hero Girls: Hero of the Year (2016)

Composer, Retake Animator (2016)

Completed various technical fixes and animation retakes on called-out shots for this direct-to-video animated feature for Warner Bros. Animation.

Adam and Dog (2013)

Composer (2011)

Handled final compositing for a handful of key shots in this Oscar-nominated short film by Minkyu Lee.

Cosmic Toast Studios · Burbank, CA

Lead / Key Animator, Composer, etc. (2008 - 2014)

Gained over 6 years of diverse production experience animating on over 30 different 2D and CG projects for TV, feature film and web; including a handful of supervisory and lead animation roles.

Some key projects include:

Lalaloopsy (2014) - **Animator, Composer**; TV Series
Trick-or-Treat for UNICEF (2013) - **Animation Director**; Short Film
Dear Mr. Santa Claus (2012) - **Lead Animator (2D/CG), Composer**; Short Film
The Voyages of Young Doctor Dolittle (2011) - **Animator**; Feature Film (2D Sequences)
Super Mighty Crumb Crunchers (2009) - **Lead Animator, Composer**; TV Pilot
Slangman's World (2008) - **Animator, Composer**; TV Series

For more info, visit my IMDB page for a detailed history of my production roles and credits.

Education and Training:






California Institute of the Arts - Valencia, CA

Character Animation (2008 - 2010)

Studied traditional, 2D character animation with a strong emphasis on visual storytelling and acting. Conceived and animated two student films before fully transitioning to full-time professional work.

References available on request. Thank you for your time and consideration!

Industry Tools & Software:

-  Wacom Cintiq Pen Displays
-  Toon Boom Harmony Premium
-  TVPaint Animation 11 Pro
-  Adobe Animate/Flash CC
-  Adobe After Effects CC
-  Adobe Photoshop CC
-  Autodesk Maya 2018
-  Autodesk 3ds Max 2018

Also: Adobe CC Suite (*Illustrator, Premiere Pro, etc.*); Toon Boom Storyboard Pro

