



ANDREW BORNO

2D & CG ANIMATION PROFESSIONAL

Skills and Highlights:

- 🎧 Over 15 years of professional credits and experience in 2D character animation (*traditional & digital*), on top of continued training and study of related skills and software.
- ✍ Further experience in related creative roles (*storyboarding, vis dev, compositing*) as well as supervisory roles (*animation director*) allow me to insightfully collaborate with artists and technicians up-and-down the pipeline from pre-production to post.
- 🎥 A broad technical proficiency lets me rapidly adapt to in-house workflows, custom plugins and the always evolving landscape of industry tools and software.
- ★ My artistic objective is to help create engaging animated performances that can excite and resonate strongly with others. I am excited to work alongside a fellow team of artists who share in my enthusiasm for rousing visual storytelling through animation.

Work Experience and Projects:

🏢 Warner Bros. Animation

Animator, Compositor (2016, 2019, 2022)

Harley Quinn - Retake Animator; TV Series

DC Super Hero Girls: Hero of the Year - Retake Animator, Compositor; Feature Film

Harley Quinn: A Very Problematic Valentine's Day Special - Retake Animator; TV Special

🏠 Netflix Animation

Animator, Technical Director (2019-2022)

Inside Job - Animator, Technical Director; TV Series

Captain Fall Guy - Animator; TV Series

🏠 Titmouse, Inc.

Animator, Compositor (2014-2019)

Arlo the Alligator Boy - Animator; Feature Film

Niko and the Sword of Light - Animator; TV Series

Mao Mao: Heroes of Pure Heart - Animator; TV Series

The Midnight Gospel - Compositor; TV Series

Little Big Awesome - Animator; TV Series

Nerdland - Animator; Feature Film

Tigtone - Animator, Compositor; TV Series

🐶 Adam and Dog (2013)

Compositor (2011)

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

Please visit my IMDB page for a complete 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 character performance. Conceived and animated two student films before fully transitioning to full-time professional work.

References available on request. Thanks for your time and consideration!

Industry Tools & Software:

🖱 Wacom Cintiq Pen Displays

🎛 Toon Boom Harmony Premium

🎨 TVPaint Animation 11 Pro

📄 An Adobe Animate/Flash CC

🎞 Ae Adobe After Effects CC

🖨 Ps Adobe Photoshop CC

🌀 Blender 3.3+

🏠 Autodesk Maya 2018

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

