

# ANDREW MONTEMAYOR

## Animator / Storyboard Artist

(818)223-1369

drewmontemayor@yahoo.com

www.andrewmontemayor.com

### OBJECTIVE

To obtain a position where my skills in animation and design can help studios craft engaging stories and memorable characters.

### SUMMARY OF QUALIFICATIONS

- Five years of experience in animation and video game production
- Able to adapt quickly to any work flow or production team
- Proficient in Photoshop, Flash, After Effects, Spriter Pro, Spine, and Toon Boom
- BS Degree in Media Art and Animation

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### WORK EXPERIENCE

*Akupara Games* January 2018 - Present

2D Animator

- Animated for trailers and promos for games in development
- Consistently adapted, adjusted and revised animations within a short time frame

*Puuba Games* October 2015 - March 2017

Character Animator

- Animated on the 2D Hack and Slash game, *The Weapongraphist* and the rhythm roleplaying game, *The Metronomicon*
- Worked closely with the producer and lead programmer to create quality, compatible assets and animation cycles

*Jen X Productions* January 2015 - May 2015

Background Artist, Animator

- Designed background and layouts for the multi-media project, *Space Hamsters*
- Provided production guidelines and promotional materials

*Hamilton Animated* August 2014 - October 2015

Background Artist

- Produced backgrounds and layouts for the shows: *Puppet City*, *Mythic Safari*, and *Benjamin and the Banks*

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### EDUCATION

The Art Institute of California – Los Angeles  
Bachelor of Science, Media Arts and Animation  
Graduated 2014