

# Andrew Collins

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240-381-0238

Andrewcollinsart@gmail.com

## Portfolio Website

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andrewcollinsart.com

## TECHNICAL SKILLS

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Adobe Photoshop, Illustrator,  
InDesign, After Effects;  
Maya; Modo; Blender;  
ZbrushCore; Oculus Medium

## EDUCATION

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CGMA 2D Academy  
2013 - 2018

Hobart College  
2007-2011  
Bachelor of Arts  
- Major in Philosophy  
- Minor in Cognition,  
Logic and Language

Maastricht University,  
Netherlands

## AWARDS

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Honorable Mention - Artstation Ancient Civilization  
2D Environment Design Challenge

## EXPERIENCE

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Freelance Artist/ Illustrator

2018 - Present

- Illustrated background paintings for the comic book "Northbound"
- Created concept designs and illustrated pages for the graphic novel "Grey Nation"
- Sculpted geometry assets for Tyler Edlin Art
- Worked as a freelance concept and production artist for Dig-it! Games; most recently on Roterra: Extreme Adventure

Freelance Animator

2018 - Present

- Currently freelancing as a senior artist at Motiplex Media, animating several different shows for television currently in production

Senior Concept/Production Artist – Dig-It Games

2015 - 2018

- Designed props, environments, characters, backgrounds and user interface elements
- Modeled, and textured 3D production assets
- Shipped titles include: "Roterra - Flip the Fairy-tale," "ExoTrex," "Exotrex 2," the "Excavate" series, "Loot Pursuit: Tulum," "Loot Pursuit: Early America"

Graphic Artist – Half Yard Productions

2012 - 2015

- Created 2D animations and VFX using After Effects and Autodesk Maya for such clients as National Geographic, Discovery Channel, Travel Channel
- Worked with the internal development department to create style frames and concept animations for potential development projects.
- Created 2D environment paintings to be animated in After Effects
- Show titles include: "How the States Got Their Shapes," "Diggers," "Time Traveling with Brian Unger," "Junk yard Empire," and "RV Hunters"

Junior Artist – Pixeldust Studios

2011-2012

- Created concept designs for environments, characters and vehicles.
- Created 2D animations using After Effects
- Created storyboards used for 3D animation production