

Andrew Collins

2D Animator / VFX / Motion Graphics

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NOTEABLE PROJECTS

- **That's Wild (2022)** - National Wildlife Federation
- **Dino Hunters (2020)** - Halfyard Productions / Discovery Channel
- **Strategic Threats (2020)** - AIPAC
- **Gut Job (2019)** - Lucky Dog Films / HGTV
- **Building off the Grid (2019)** - Lucky Dog Films / HGTV
- **Exotrex (2017)** - Dig-it! Games
- **Time Traveling with Brian Unger (2015)** - Halfyard Productions / History Channel
- **RV Hunters(2014)** - Halfyard Productions / Travel Channel
- **Junkyard Empire (2014)** - Halfyard Productions / National Geographic
- **Stupid Head (2014)** - Paper Umbrella
- **Keep the Heat (2014)** - 4Site Media / VSI
- **Diggers (2013)** - Halfyard Productions / National Geographic
- **How the States Got Their Shapes (2012)** - Halfyard Productions / National Geographic
- **The Very Inappropriate Word (2012)** - Dave Coverly and Jim Tobin

EXPERIENCE

Senior Artist – Motiplex Media

September 2018 - May 2020

- Worked as a senior artist creating motion graphics and visual effects for a variety of different organizations including television networks, production companies, non profits and state universities
- Created 2D and 3D assets used in motion graphics production
- Created concept style frames for title graphics and animation visual development
- Created animation storyboards for longer motion graphics to provide to clients for rough cuts and timing adjustments
- Interfaced with clients to incorporate feedback and adjustments to animations in order to meet client needs and desires.

Freelance Animator

2015 - 2025

- Created motion graphics and visual effects for documentaries, vweb series, advertisements and non profits.

Animator - Dig-It! Games

June 2015 - September 2018

- Created animated trailers for published video game titles.
- Created educational science fact animations for the Dig-It! Games youtube series "Fun Facts with Dr. Burke"
- Created a company sizzle reel to advertise outsourcing services

Motion Graphics Artist - Halfyard Productions

July 2012 - June 2015

- Created 2D animations and VFX for television productions for networks such 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
- Created 2D character portraits to be animated in After Effects

EDUCATION

CGMA 2D Academy

2013 - 2018

Hobart College

2007-2011

SOFTWARE

Adobe Photoshop	Maya
Illustrator	Blender
After Effects	Element 3D