

# Andres J. Corredor

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## Skills

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- 2D Animation
- 3D Animation
- Lighting
- Storyboarding
- 3D Layout
- Team Player
- Character Turnaround and Poses
- Excellent Communication skills
- Storyboarding
- Concept Art
- Visual Development
- 2D Rigging
- Texture
- Creative thinker
- Knowledge of Animation Pipeline
- Color Designer

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## Career Experience

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### Disney College Program – Orlando FL QSR-Animal Kingdom Outdoor Foods

07/23 – Present

- Delivered exceptional customer service and manage payment transactions of food kiosk.
- Maintain stands through the transactions of 400+ guest, and restocking of items throughout in preparation for the next day by keeping food up to time of health control standards.

### Disney College Program – Orlando FL Daily Attractions Main Street Ops

06/22 – 01/23

- Focused on the safety of 1000+ guests during operations of Fireworks, and Parade performances by following safety guidelines and providing guests assistance.
- Handled unexpected situations with a calm and consistent attitude while maintaining guest safety and rising to the occasion.
- Recognized by leadership for being an excellent worker at guest flow team during the Magic Kingdom's nighttime spectacular during difficult weather.

### SCADPro X Square Panda – Savannah, GA Storyboard and Character Designer

03/22 – 05/22

- Conceptualize a marketing narrative for ScadPro with the team while taking notes of the brainstorming sessions.
- Collaborated with the CEO and Art Director to explore, create character designs, and create a consistent theme.
- Developed character designs to establish consistent visual guidelines and showcase several designs for the project.
- Created storyboards which included 100+ panels for segments in a 6 minute short film for a marketing campaign.
- Worked closely with the Art Director and CEO to review storyboards.

**The Tag Team – Savannah, GA****04/22 – 05/22****Cleanup Artist**

- Assist the team in finalizing the 2D animation shots.
- Consistently met deadlines provided by the producer.

**A Candle Story – Savannah, GA****01/22 – 03/22****Producer and Texture/Lighting Artist**

- Successfully managed the project assignments and ensured the tasks were delivered on time by the other artists while working in a collaborative environment.
- Responsible for team meetings and organizing the assets.
- Involved in developing textures, layouts and lighting designs for the assets.
- Collaborated with the director to interpret and execute key environmental layout and lighting based on the key art direction.

**The Unknown – Savannah, GA****02/21 – 04/21****Cleanup Artist**

- Assist in finalizing 2D animation shots.

**Murder of Crows – Savannah, GA****08/18 – 05/19****2D Animator and Composer**

- Collaborated in the narrative with the team by providing experimental animation and storyboard concepts.
- Responsible for animating and composing assigned final shots.
- Created line art and textures for the assets.

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**Education and Certification**


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- Masters in Animation, Savannah College of Art and Design - Savannah, Georgia, 2023.
- Bachelor of Fine Arts, Degree in Animation, Savannah College of Art and Design - Savannah, Georgia, 2019.
- Certificate in Cut-Out Animation. Toon Boom Harmony. 2021.

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**Software**


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| <ul style="list-style-type: none"> <li>● Adobe Photoshop</li> <li>● Adobe Illustrator</li> <li>● Adobe After Effects</li> <li>● Blender</li> <li>● TV Paint</li> </ul> | <ul style="list-style-type: none"> <li>● Storyboard Pro</li> <li>● Toon Boom Harmony</li> <li>● Maya</li> <li>● Arnold Render Engine</li> <li>● Moho 14</li> </ul> |
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