

Andrew Ford

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WORK EXPERIENCE

Goldtooth Creative

Lead Animator - Cinematics
Vancouver, B.C.
Kirsten Sharp – Producer

June 2010 – June 2011

Blue Castle Games

Animator - Cinematics for Dead Rising 2
Vancouver, B.C.
Shane Welbourn – Animation Director

January 2010 – June 2010

Electronic Arts Blackbox

Animator - Gameplay for Unannounced IP
Vancouver, B.C.
Steve Dyck – Animation Director

February 2009 – December 2009

Electronic Arts Blackbox

Animator - NIS for Need For Speed Franchise
Vancouver, B.C.
David Footman – Cinematics Director

June 2007 – January 2009

EDUCATION

iAnimate – Workshop 4 - (May 2011 - present)
Certificate of Completion

Emily Carr Institute of Art and Design - (2004-2007)
Bachelor of Media Arts – Animation

University of Alberta - (2002-2004)
Bachelor of Education - Secondary Education

University of Saskatchewan - (1998-2002)
Bachelor of Fine Arts - Drawing Major/Art History

SOFTWARE

3D Studio Max
Autodesk Maya

MotionBuilder
Adobe Creative Suite

Pixologic Z_Brush
SoftImage

References available upon request