

# andrew.HAKE. . .

ANIMATOR | BEAT MAGICIAN | FRAME TECHNICIAN

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## [why?]

### AS AN ANIMATOR. . .

I believe everything I create is an opportunity to challenge the way people view the world. . .

Every frame I create is beautifully composed, emotionally interesting, and exists only to benefit the frames that come before and after it. . .

And I just so happen to make great animation.

## [professional.EXPERIENCE]

### MAY 2009 TO PRESENT - ANIMATION APP & SCRIPT DEVELOPMENT - WORLDWIDE

Rethinking workflow and creating tools to bring the focus back to why things are done

[available at <http://andrewandoru.com/labs> | After Effects apps featured on [Motionographer.com](http://Motionographer.com)]

### AUGUST 2009 - FREELANCE ANIMATION - KANSAS CITY ART INSTITUTE - KANSAS CITY, MO

Direct consultant in developing, animating, and finishing departmental i-dents.

### DEC 2007 TO MAY 2009 - ANIMATION PIPELINE DEVELOPMENT - KCAI - KANSAS CITY, MO

Changed the way Teachers and Students interact by providing easy to use project workflow and tools

### AUGUST 2008 - FREELANCE 3D MODELING - DRIVE DIGITAL - KANSAS CITY, KS

Contracted to create and add life to 3D models of normal everyday objects

### MAY 2008 TO PRESENT - FAMILY ROOM SPECIALIST - APPLE INC. - KANSAS CITY, MO

Every day finding new ways to show people from all walks of life, how to take full advantage of the best technology in the world | One to One Training | Mobile Device Tech Support | Data Transfer

## [education]

### AUG 2005 TO MAY 2009 - KANSAS CITY ART INSTITUTE - KANSAS CITY, MO

BFA in Animation | *Persistent Visions* KCAI Animation Festival, 2008

### OCT 2009 TO PRESENT - FXPHD - WORLDWIDE

Industry focused training in Nuke, Maya, After Effects, Editing, AE & Python Scripting & more. . .

## [how?]

### TECHNICAL

HAND-DRAWN | STOP MOTION | MOTION GRAPHICS  
AND COMPUTER ANIMATION

AUTODESK MAYA | MENTALRAY | PIXAR RENDERMAN

THE FOUNDRY - NUKE

APPLE FINAL CUT STUDIO

ADOBE AFTER EFFECTS | (CREATIVE/PRODUCTION SUITE)

AE SCRIPTING | TOOL DEVELOPMENT

### additional.INTERESTS

THOROUGH KNOWLEDGE/EXPERIENCE IN ANIMATION/MOTION-  
PICTURE/VFX PRODUCTION AND PIPELINE DEVELOPMENT:

WRITING, DESIGN, STORYBOARDS, ANIMATICS, LAYOUT, COMPO-  
SITING, TECHNICAL DEVELOPMENT, SOUND/MUSIC RECORDING &  
EDITING. . .

APPLE LOGIC STUDIO

ILLUSTRATION & STORYBOARDS

APPLE MAC OS X APPLICATION DEVELOPMENT

ABILITY TO QUICKLY ADAPT TO CHANGING PRODUCTION ENVIRONMENTS, TOOLS, TIMELINES. . .