

# andrew.HAKE. . .

ANIMATOR | BEAT MAGICIAN | FRAME TECHNICIAN

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## [objective]

### AS AN ANIMATOR. . .

I am looking to use a combination of strong artistic ability and technical proficiency to produce animation that reflects my own thought process and enriches the lives of its viewers.

## [professional.EXPERIENCE]

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

-Back of house and on floor visuals development. Developing tools to improve in-store workflow.

-Training Mac/iPhone owners to use products in a way best suited to their needs.

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

-Worked with another animator in developing and animating short ID's for each department.

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

-Worked with faculty members to develop & maintain animation production pipeline and database across multiple platforms.

### AUGUST 2008 - FREELANCE 3D MODELING - DRIVE DIGITAL - OVERLAND PARK, KS

-Commissioned 3D modeling work for web development project.

### JUNE 2007 TO AUGUST 2007 - INTERNSHIP @ IMAGEQUEST PHOTOGRAPHY - KANSAS CITY, KS

-High-Resolution scanning, color correction, and large-format printing of media.

## [education]

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

-BFA in Animation

-*Persistent Visions* KCAI Animation Festival, 2008

## [interests.SKILLS]

### TECHNICAL

AUTODESK MAYA

PIXAR RENDERMAN

THE FOUNDRY - NUKE

APPLE LOGIC STUDIO

APPLE FINAL CUT STUDIO

ADOBE PRODUCTION SUITES

ANIMATION PIPELINE / WORKFLOW DEVELOPMENT

### additional.INTERESTS

THOROUGH KNOWLEDGE/EXPERIENCE IN ANIMATION PRODUCTION:

WRITING, DESIGN, STORYBOARDS, ANIMATICS, LAYOUT, COMPOSITING, TECHNICAL DEVELOPMENT, SOUND RECORDING & EDITING. . .

MUSIC PRODUCTION

ILLUSTRATION

PHOTOGRAPHY

APPLE MAC OS X APPLICATION DEVELOPMENT

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