ANDREW M. CURRIE

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PROFILE

- **Cinematographer** specialized in **shot design**, **scene layout**, **camera work**, and **editing**.
- Skilled as a **traditional artist** and **photographer**, proving highly significant to the digital art field.
- Equally technical. Experienced with learning new and **proprietary software**, troubleshooting, and scripting.
- Extremely **driven**, **organized**, and **methodical**. A lifelong student of film, computer graphics, and the arts.

WORK EXPERIENCE

Cinematic Lead, *Firaxis Games / 2K Games.*   2009 – 2014
- Principal cinematic artist on ***XCOM: Enemy Unknown***, a AAA title with a **90 Metacritic score** and winner of over a dozen **2012 Game of the Year** awards from Kotaku, GameTrailers, Giant Bomb, etc.
- Produced **20+ prerendered story cinematics**, including the game's intro and promotional materials, and **550+ real-time action cams** that blend seamlessly with the game camera.
- Responsible for full cinematics pipeline: Complex **scene layout**; Compelling and physically accurate camera movement; **3D animatics**; Additive layering of **camera detail** such as handheld, impact, and shake; **Lighting**; Creation of an **automated rendering** pipeline; **Scripting**; Direction to outsourcers and animators; **Editing** and compositing; Collaboration with engineering, animation, art, and effects teams; Production schedules.

Shareholder and Artist, *Sleepwalker Media, LLC.*   2009
- Established a new company with fellow members of Midway's former Cinematics Team to create cinematics, animation, and previz for television, film, and game clients such as Gearbox, Epic Games, and the US Army.
- Created in-game cinematics for **Epic Games' *Shadow Complex*** title.

Cinematic Director, *Midway Games.*   2004 – 2009
- Designed the cinematic style and art direction, created animatics, reviewed and approved artists' shots.

Cinematic Lead
- Promoted to Lead by second project at Midway. Acted as point of contact for the client, managed artists and production schedule.

Cinematic Artist
- Created **real-time cinematics** for cut scenes and marketing spots. Shot cameras and laid out complex cinematic sequences in a **wide variety of genres**.
- Worked with **proprietary real-time cinematic tools** for two different game engines (Renderware and Unreal Engine 3), acted as an advisor for in-house tool development.
- Developed **prerendered cinematics** with conventional CG programs such as Maya and 3d Max, Premiere and Vegas, After Effects, Photoshop.
- Designed **preproduction** resources including storyboards, **3d animatics**, and reference material.
- Tasks also included: Animation, Editing, Compositing, Lighting, Rendering, and Bug-Fixing.
- **Titles:** *Blitz: The League* (1 and 2), *NBA Ballers* (2 and 3), *Mortal Kombat vs. DC Universe*, *Stranglehold, The Wheelman.*

Illustrator/Animator, *e-Enterprise, Purdue University*.   2003
Created animations and illustrations for research sponsors such as NASA and DuPont.

Textbook Illustrator, *Purdue University*.   2002

Teacher's Assistant, *Purdue University*.   2001
- Instructed a lab in "Technical Sketching," a freshman level CG course.

Caricature Artist, *Sea World San Antonio*.   1999 – 2001

EDUCATION

Purdue University, West Lafayette, Indiana.
Bachelor of Science, **Computer Graphics**, May 2003 (**With Distinction**).
      Computer Animation Specialization.
      Dean's List each semester, Honors.
      3.78/4.00 GPA.

PROFESSIONAL DEVELOPMENT

Photography classes and personal work; **11 Second Club** and similar online animation competitions; Firaxis **life drawing** biweekly sessions; Firaxis **character modeling** contest; Continued study of **cinematography and filmmaking** materials; Traditional artwork; Short film "This Story Udderly Sucks" screened in ten film festivals including SIGGRAPH Student Animation Competition, Anima Mundi, and Transdimensional Short Film Festival where it won "Best Animation".