

Andy Romine

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afromine@gmail.com

Link: reel: <https://vimeo.com/114588256>

Skills

Key Skills: cloth development, hair & character effects.

Other Skills: lighting, surfacing, animation, modeling, compositing, mel, python.

Key Software & Tools: Maya, Houdini, Qualoth, Syflex, Shake, After Effects, Mental Ray, zBrush, various proprietary studio tools.

Experience

DreamWorks Animation, Glendale, CA **August 2015 – December 2015**

Kung Fu Panda 3 Feature Film Senior CFX Artist

Sony Imageworks, Culver City, CA **February 2015 – August 2015**

Hotel Transylvania 2 Feature Film Senior Character TD

Walt Disney Animation, Culver City, CA **April 2014 – September 2014**

Big Hero 6 Feature Film Technical Animation

The Mill, Culver City, CA **Oct 2013 – April 2014**

Coke, Gillette, VW, DirecTV Commercials Senior Cloth & Simulation Artist

Digital Domain, Playa Vista, CA **April 2013 – May 2013**

Destiny & Shadows of Mordor Commercials Hair & Cloth TD

DreamWorks Animation, Glendale, CA **November 2007 – April 2013**

Turbo Feature Film Cloth/Hair/Character FX Artist
The Croods Feature Film Cloth/Hair/Character FX Artist
Puss in Boots Feature Film Cloth Dev/Character FX Artist
How to Train Your Dragon Feature Film Cloth Dev/Character FX Artist

Sony Imageworks, Culver City, CA **July 2007 – October 2007**

I Am Legend Feature Film Cloth/Hair TD

Hydraulx, Santa Monica, CA **March 2007 – May 2007**

Fantastic Four 2 Feature Film Dynamics (Cloth Sim & Particles)

The Syndicate, Santa Monica, CA **Jan 2007 – Feb 2007**

Six Flags (You are Here) Commercial Digital Artist (Lighting, Modeling, FX)

Pixel Magic, Toluca Lake, CA **June 2006 – October 2006**

Rogue	Feature Film	Digital Artist (lighting & simulation)
300	Feature Film	Look Development & Lighting
The Guardian	Feature Film	Lighting & Effects

Entity FX, Santa Monica, CA

March 2006 – May 2006

The Triangle (Aquaman)	Pilot	Lighting & Effects
Smallville	TV Series	Lighting & Effects

Pixel Magic, Toluca Lake, CA

November 2005-January 2006

Scary Movie 4	Feature Film	Digital Artist (lighting & hair)
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Rhythm & Hues, Los Angeles, CA

August 2005-November 2005

Call of Duty 2	Commercials	Digital Artist (lighting & surfacing)
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Pixel Magic, Toluca Lake, CA

May 2005

Fantastic Four	Feature Film	Digital Artist (lighting & effects)
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CafeFX, Santa Maria, CA

January 2005-May 2005

Adventures of Shark Boy & Lava Girl in 3D	Feature Film	3D Artist (lighting & effects)
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Sin City	Feature Film	3D Artist (lighting & effects)
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Pixel Magic, Toluca Lake, CA

January 2003-December 2004

Elektra	Feature Film	Digital Artist (cloth simulation)
Exorcist: The Beginning	Feature Film	Digital Artist (cloth sim & lighting)
Taxi	Feature Film	Digital Artist (lighting & environment)
Torque	Feature Film	Digital Artist (lighting & effects)
The Last Samurai*	Feature Film	Digital Artist (lighting & effects)
Looney Tunes Back in Action	Feature Film	Digital Artist (lighting)
S.W.A.T.	Feature Film	Digital Artist (modeling & surfacing)
LXG	Feature Film	Digital Artist (lighting & effects)
Agent Cody Banks	Feature Film	Digital Artist (lighting & effects)

**Winner 2003/04 Visual Effects Society, Outstanding Supporting Visual Effects in a Motion Picture*

Area 51, Burbank, CA

July-December 2002

Children of Dune*	TV Miniseries	Digital Artist (lighting, effects, animation)
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**Winner, 2002/03 Primetime Emmy Awards, Outstanding Special Visual Effects for a Miniseries, Movie, or Special – "Night 1" – SCI FI CHANNEL*

Realm Productions, Santa Monica, CA

April-June 2002

Aerosmith: Girls of Summer	Music Video	CG Technical Director/Animator
Shakira: Objection (Tango)	Music Video	CG Technical Director/Animator
Britney Spears: Boys	Music Video	CG Technical Director/Animator
Twix: Usher in the Mix	Commercial	CG Technical Director/Animator
Papa Roach: She Loves Me Not	Music Video	CG Technical Director/Animator

Base 2 Studios, Santa Monica, CA

December 2001

Brandy:What About Us? Music Video

CG Technical Director/Animator

Foundation Imaging, Valencia, CA

September 2000-May 2001

Dan Dare TV Series
Twisted Metal: Black PS2 Game
Max Steel TV Series

Team Second/CG Technical Director
CG Technical Director
CG Technical Director

Netter Digital, North Hollywood, CA

March 1998-July 2000

Dan Dare TV Series
Crusade TV Series
Call to Arms TV Movie
River of Souls TV Movie
Voltron TV Series
Babylon 5 TV Series

Directing Animator/Technical Director
CG Technical Director/Animator
CG Technical Director/Animator
CG Technical Director/Animator
CG Technical Director/Animator
CG Technical Director/Animator

Unified Film Organization, Burbank, CA

November 1997-March 1998

Velocity Trap Feature Film

CG Technical Director/Animator

Education and Background

Bachelor of Arts in Film & Television Production, Minor in History, University of Memphis,
Graduated Magna cum Laude, 1995

Andy Romine
Demo Reel Shot Breakdown (Character Reel)

Link: reel: <https://vimeo.com/114588256>

BH6 - Big Hero 6
DIRECTV - DirecTV Commercials
HTTYD – How to Train Your Dragon
PiB – Puss in Boots
CR – The Croods
IAL – I am Legend
ELEK – Elektra
EXOR – Exorcist: The Beginning

Breakdowns displayed on Reel.

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