

Andy Romine

(818) 590-9801 | afromine@gmail.com | andrewpennromine.com | [LinkedIn](#)

Narrative Designer and Animator experienced in ideation, development, and creation of high-quality story-driven experiences across a variety of media

KEY SKILLS

Ideate and Implement Original and Collaborative Narrative Design and Nonfiction Projects to deadline

Extensive Experience in Creative, Collaborative Environments

Skilled in a variety of off-the-shelf and proprietary Content Creation Tools

EXPERIENCE HIGHLIGHTS

NARRATIVE DESIGNER / WRITER – VARIOUS PROJECTS

2000 – Present

- **Nonlinear Interactive Narrative Design** – ideated, pitched and implemented interactive RPG scenario for *Cthulhu Chronicles* (MetaArcade, forthcoming)
- **RPG/Boardgame Writing, Design/Playtest** – led and contributed to design and worldbuilding, story and character bibles - clients including Paizo and GMT Games
- **Narrative Design Existing IP** – ideated, developed, and wrote tie-in stories for Green Ronin, Paizo, Posthuman Studios, and Onyx Path, working with devs to maintain and enhance player experience in existing IP
- **Scriptwriting** - ideated and developed original and adapted scripts for Virtual Reality and comic books for studios including DreamWorks
- **Original Science Fiction** - developed and wrote original worlds, characters, and scenarios for stories published in leading science-fiction, fantasy, and horror markets
- **Interview and Feature Writing** – wrote and developed nonfiction and interview feature stories for a variety of print and online markets including *The Norwegian American*, *Lightspeed Magazine*, and *The Functional Nerds*, focusing on interviews with leading film industry creatives and features on cocktails and bar culture
- **Design and Layout** – design and layout of quarterly magazine (Culinary Historians of Southern California *Food Journal*), various logos and t-shirt designs, fliers (Adobe CC savvy)
- **Technical Writing** - Extensive technical and process documentation via Wiki, Confluence and proprietary internal informational archives
- **Story Consultant** – regularly provide story feedback and critique for colleagues and clients in fiction and film/tv industry
- **Ad Copy and Web Content** – pitched and wrote marketing copy for KCWMS and clients

See www.andrewpennromine.com for a complete bibliography and samples

ANIMATOR / VFX ARTIST – VARIOUS PROJECTS

1997 – Present

Veteran Visual Effects Designer and Animator at leading studios including Walt Disney, DreamWorks, Sony

- **Emphasis on Character Effects** – developed and sustained character rigs for cloth and hair simulation and shot-work on award-winning/nominated films such as *How to Train Your Dragon*, *Big Hero 6*, and *Avengers: Infinity War*
- **Full-spectrum 3D Artist** – deep experience as a generalist digital artist from concept to modeling, rigging, animation, simulation, layout/cinematics, lighting, also skilled in editorial, compositing, and mocap software
- **Game & VR Art** – designed and implemented digital assets for various shipped game and VR projects including *Dark Shapes* and *Invrse/The Nest*.
- **Consultant** – consulted on digital art budget and implementation for clients in traditional VFX and AR/XR/VR
- **Project Management and Leadership** – proven record of delivering high-quality content under tight deadlines and within budget, formally and informally managed creatives across multiple departments on various projects, trained fellow artists on processes I developed
- **Creative Collaboration** – extensive experience collaborating with creative artists and engineers across multidisciplinary teams.

See www.andrewpennromine.com for my portfolio and complete job history

EDUCATION AND WORKSHOPS

- **Launchpad**– weeklong boot camp in Astronomy and Science for creatives
- **Clarion West Writers Workshop** – prestigious six-week intensive workshop for science-fiction/fantasy writers
- **University of Memphis** – Bachelor of Communication Arts with emphasis in Film and Television Production
Minor in History, also studied Creative Writing and Computer Graphics

MEMBERSHIPS AND HONORS

- Active Member, Science Fiction and Fantasy Writers of America (SFWA)
- Active Member, Washington Chapter Visual Effects Society (VES)

My fiction has been recognized on recommended reading lists and made honorable mentions for several volumes in *Year's Best Horror*

ABOUT ME

Andy is passionate about creating stories across a wide variety of media. He has a life-long love for videogames, tabletop games, and roleplaying games. As a veteran VFX Animator and fan, he's deeply immersed in blockbuster movies and genre TV shows (and may have even worked on more than a few on them). He loves comics and as a published author, reads and writes a *lot* of science fiction and fantasy. Andy also dabbles in craft cocktails and delights in sharing the stories of famous drinks and spirits.