

# Andy Romine

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Experienced VFX Artist and Instructor passionate about creating and fostering innovative and engaging game, XR, and motion picture entertainment.

## KEY SKILLS

- Award-winning VFX background with an emphasis in Character-related FX and Animation, with a broad and deep understanding of cross-departmental dependencies.
- Skilled in industry-standard software (including Maya, Unity, Unreal, Houdini, etc) as well as proprietary production tools and pipelines. Multi-disciplined artist with experience in animation, lighting, surfacing, simulation (particles, rigid/soft body dynamics), scripting, and motion capture
- Thrives in collaborative, creative environments, creating quality, award-winning content to tight deadlines for studios including Disney, DreamWorks, and Sony

See [www.andrewpenromine.com](http://www.andrewpenromine.com) for demo reel/portfolio

## EXPERIENCE HIGHLIGHTS

### VFX, GAME ART AND ANIMATION INSTRUCTOR – ACADEMY OF INTERACTIVE ENTERTAINMENT (AIE)

*August 2019 – Present*

- **Classroom Instruction** – design curriculum for teaching key industry software including Maya, Unreal Engine, Substance Suite, Photoshop, Houdini, Nuke
- **Mentoring** – educating students in industry-standard practices and assisting them in job searches
- **Short Film and Project Production** – direct, produce, guide, and assist students in completing two short films per year. Hands-on troubleshooting and pipeline management

### 3D ARTIST AND CONSULTANT – VARIOUS PROJECTS

*2000 – Present*

- **XR Digital Asset Creation** – Modeled, surfaced, and animated on various projects
- **Consulting** – advise various XR clients on 3D asset creation for startup projects
- **Teaching** – Guest Lecturer Bellevue College on XR/Film Production, Delridge Community Center (RecTec), AIE (Academy Interactive Entertainment)

### CHARACTER FX ARTIST – DIGITAL DOMAIN

*June-Sept 2016, Jan – Feb 2018*

#### **Avengers: Infinity War, Beauty and the Beast**

- Simulated cloth, hair, fur, skin. Animation cleanup and enhancement, Thanos, Beast, and various characters
- Maya, Houdini, proprietary studio tools

## CHARACTER FX ARTIST – DREAMWORKS ANIMATION

Nov 2007 – April 2013, Aug – Dec 2015

### ***Kung Fu Panda 3, How to Train Your Dragon, Turbo, The Croods, Puss in Boots, various***

- Developed and supported cloth rigs, cloth, hair, fur, skin simulation. Prop and environment animation and FX, crowd simulation. Animation cleanup and enhancement.
- Maya, Houdini, proprietary studio tools

## SENIOR TECHNICAL DIRECTOR, CLOTH AND HAIR (CFX) – SONY IMAGEWORKS

2007, 2015

### ***Hotel Transylvania 2, I am Legend***

- Cloth, hair, fur, skin simulation. Prop and environment animation and FX, crowd simulation. Animation cleanup and enhancement.
- Maya, Houdini, Katana, proprietary studio tools

## CHARACTER TD – WALT DISNEY ANIMATION STUDIOS

2014

### ***Big Hero 6***

- Cloth, hair, fur, skin simulation. Prop and environment animation and FX, crowd simulation. Animation cleanup and enhancement.
- Maya, various proprietary studio tools

## TECHNICAL DIRECTOR/CG GENERALIST VARIOUS PROJECTS

Nov 1997 - Present

**including: *Fantastic Four, 300, Smallville, Sin City, Elektra, Exorcist: The Beginning, The Last Samurai, League of Extraordinary Gentlemen, Children of Dune, Babylon 5***

- Multi-disciplinary 3D artist on a variety of film, commercial, game, and television projects (modeling, rendering, vfx, compositing). Maya, various proprietary studio tools

## EDUCATION AND WORKSHOPS

- **Launchpad**– weeklong boot camp in Astronomy and Science for creatives
- **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

- Secretary, Washington Section of the Visual Effects Society (VES)

***Big Hero 6*** won the Academy Award for Best Animated Feature 2015. ***Avengers: Infinity War*** won 2018 VES Awards for Best Effects in a Photoreal Film, and best Animated Character in a Photoreal Film (Thanos) and is nominated for best visual effects for this year's Academy Awards. Other nominations/awards include ***Hotel Transylvania 2*** (Annie Award Outstanding Achievement in Animated Effects – CFX- 2015), VES Nominee ***League of Extraordinary Gentlemen***, and Emmy Award for best VFX, ***Children of Dune***.

## ABOUT ME

Andy is passionate about animation and visual effects. He has a life-long love for videogames, movies, and compelling science-fiction and fantasy worlds. When not bringing those worlds to life through his vfx work, he writes his own stories, having published over a dozen at leading genre markets. Andy also dabbles in craft cocktails and delights in sharing the whimsical tales of famous drinks and spirits.