

# Andrew Gordon

Character Animator/Professor



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## EDUCATION

- 1990-1992 William Paterson College – Art Major
- 1990-1993 Vancouver School of animation – Character animation
- 1990-1994 CSU Summer Arts

## EMPLOYMENT (Animation)

- 1997-pres Animator, **PIXAR Animation Studios** Emeryville, Ca
- Brought on to work on “A Bug's Life”
  - Animator on Toy Story 2
  - Promoted to Lead animator for “Mike Wazowski” in Monsters Inc.
  - Character Developer for “Gill” on Finding Nemo
  - Animator on The Incredibles
    - Most work done on Edna Mode
  - *Senior Animator* on Ratatouille
    - Directed promo spots for broadcast, internet, DVD
  - *Supervising Animator* for “Presto”

- 1994-1997 Animator, **Warner Bros. Animation** Sherman Oaks, Ca
- Recruited from Vancouver as an animator to work on various Looney Tunes based projects including short films, theme park attractions and commercials.

- 1991-1993 CG-Artist **Computer Graphic Resources** Stamford, CT
- Worked as a CG artist at a corporate graphics firm creating animation and images for various projects.
  - Traveled onsite to various countries as onsite artist

## EMPLOYMENT (Teaching and Lectures)

- 2007-pres Visiting Artist **California College of Art**, Oakland, Ca
- Brought on to help develop new animation major for school.

- 2002-2007 Instructor, **Academy of Art College**, San Francisco, Ca
- Teach intermediate animation class in conjunction with other animators for specialized 3 level program.
  - Co-Directed group project called “The Virgin Voyage” which won spring show.

2000-2007 Instructor, **CSU Summer Arts** Fresno, Ca

- Guest Artist at the CSU Summer Arts Program
- Lectured Daily for a week on animation principles

2004-pres Lecturer, **Animation Mentor**, Berkeley, Ca

- I have two lectures that are currently being used as part of the curriculum for the animation school

2005-pres Instructor, **Vancouver School of Animation**, Vancouver, BC

- Currently advise and teach via video conferencing.

### Lectures

Disney Studios – Burbank – Gestures in Animation Lecture  
Singapore - 3d Overdrive  
Hong Kong, Animation Camp for Cyberport  
Madrid, Spain Master class  
ACME animation program  
Laguna College of Art  
Italy- University of Hollywood  
Sydney Australia – Master class  
Semi Permanent – Sydney -2008  
Vancouver – Master Class for Vanarts  
New York University – Siggraph Chapter  
Game Developers Conference – San Jose, Ca  
Cal State University, Berkeley. (Bio Mechanics)

**Awards:** **Visual Effect Society Award – 2004 - Outstanding Animation in an Animated Feature Film – Speaking Whale, Finding Nemo**

**REFERENCES: Furnished upon request**