

andrew.hake. . .

ONE MAN THINKTANK

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[why]

AS AN ANIMATOR. . .

I believe everything I create is an opportunity to challenge the way people view the world. . .

Every frame I create is beautifully composed, emotionally interesting, and exists only to benefit the frames that come before and after it. . .

And I just so happen to make great animation.

[what]

JAN 2011 TO PRESENT - USER EXPERIENCE DESIGNER - APPLE INC. - CUPERTINO, CA

Creative team developing internal tools for Apple Retail stores worldwide.

JAN 2012 TO FEB 2012 - PRODUCTION DESIGNER - APPLE INC. - CUPERTINO, CA

Localization automation (AppleScript) and production design for customer facing portal.

MAY 2009 TO PRESENT - ANIMATION APP & SCRIPT DEVELOPMENT - WORLDWIDE

Rethinking workflow and creating tools to bring the focus back to why things are done

[available at <http://andrewandoru.com/labs> | After Effects apps featured on Motionographer.com]

AUGUST 2009 - FREELANCE ANIMATION - KANSAS CITY ART INSTITUTE - KANSAS CITY, MO

Direct consultant in developing, animating, and finishing departmental i-dents.

AUGUST 2008 - FREELANCE 3D MODELING - DRIVE DIGITAL - KANSAS CITY, KS

Contracted to create and add life to 3D models of normal everyday objects.

MAY 2008 TO DEC 2010 - FAMILY ROOM SPECIALIST - APPLE INC. - KANSAS CITY, MO

Every day finding new ways to show people from all walks of life, how to take full advantage of the best technology in the world | One to One Training | Mobile Device Tech Support | Data Transfer.

[education]

AUG 2005 TO MAY 2009 - KANSAS CITY ART INSTITUTE - KANSAS CITY, MO

BFA in Animation | *Persistent Visions* KCAI Animation Festival, 2008

OCT 2009 TO PRESENT - FXPHD - WORLDWIDE

Industry focused training in Nuke, Maya, After Effects, Editing, AE & Python Scripting & more. . .

[how]

TECHNICAL

HAND-DRAWN | STOP MOTION | MOTION GRAPHICS
AND COMPUTER ANIMATION

AUTODESK MAYA | PIXAR RENDERMAN | MENTALRAY

THE FOUNDRY - NUKE

APPLE FINAL CUT STUDIO

ADOBE AFTER EFFECTS | (CREATIVE/PRODUCTION SUITE)

AE SCRIPTING | TOOL DEVELOPMENT

additional.INTERESTS

THOROUGH KNOWLEDGE/EXPERIENCE IN ANIMATION/MOTION-
PICTURE/VFX PRODUCTION AND PIPELINE DEVELOPMENT:

WRITING, DESIGN, STORYBOARDS, ANIMATICS, LAYOUT, COMPO-
SITING, TECHNICAL DEVELOPMENT, SOUND/MUSIC RECORDING &
EDITING. . .

APPLE LOGIC STUDIO

ILLUSTRATION & STORYBOARDS

APPLE MAC OS X APPLICATION DEVELOPMENT

ABILITY TO QUICKLY ADAPT TO CHANGING PRODUCTION ENVIRONMENTS, TOOLS, TIMELINES. . .