



Andrew Mottola

2D Character Animator



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andrewmottola.com

Skills

2D Character Animation
2D FX Animation
2D Harmony Rigging
Storyboarding
Compositing

Software

Harmony
TVPaint
Photoshop
After Effects
Animate
Clip Studio Paint

Education

BFA 2D Animation from Savannah
College of Art and Design,
Atlanta GA
-GPA 3.91

Honors and Awards

Bunny to the Moon
(Contributing Artist)
-Cinequest 2024: Official Selection
-Rookies 2023 Finalist
Vainglorious
(Contributing Artist)
-Atlanta Film Festival 2024
-Official Selection
-Los Angeles Movie Awards 2024
-Best Animation
A Shadow's Glow
(Contributing Artist)
-Minneapolis St. Paul International Film
Festival: Official Selection
-DisOrient Asian American Film Festival
of Oregon 2024: Official Selection
-AltFF 2023
-Best Action/Adventure Short
Have you Eaten?
(Contributing Artist)
-Southeast Student Production Awards
2024
-Animation/Graphics/Special Effects

Work History

Spindlehorse Toons "Helluva Boss" (Rough Character Animator)
(April 2024-Current) *Harmony*
-Responsible for rough, frame by frame animation on a variety of
scenes for the series *Helluva Boss*

Unsound Content (Colorist)
(June 2024-September 2024) *TVPaint*
-Responsible for color animation on multiple shots. *Project
Undisclosable*

Chelita, Como Me Duele Quererte (Animation Lead)
(January 2024-June 2024) *Harmony*
-Oversaw animation quality for all character animation
-Made rough, frame by frame animation and did clean-up for
various shots

Lineage (Co-Creator)
(September 2023-November 2023) *Harmony, Photoshop, Maya*
-Responsible for rough and 2D puppet animation various shots
-Responsible for storyboarding and character designs for the film

Bunny to the Moon (Animation Lead, 2DFX Animator)
(January 2023-June 2023) *Harmony, Clip Studio Paint*
-Oversaw animation quality for all character animation clean-up
and flat color
-Made rough, frame by frame animation and did clean-up for
various shots
-Developed visual style and guide for light 2DFX throughout the film
-Animated various 2DFX shots

Vainglorious (Rough Character Animator)
(January 2023-June 2023) *Harmony*
-Responsible for rough, frame by frame and cleanup animation on
various shots

A Shadow's Glow (Rough/2D Rig Animator, 2DFX Animator)
(January 2023-June 2023) *Harmony*
-Responsible for rough keys, 2D puppet, and 2D FX animation on an
action shot

Have you Eaten? (Rough Character Animator)
(January 2023-March 2023) *Harmony*
-Responsible for rough, frame by frame animation for a shot in the
film
-Experimented with 2D FX style for various shots

Far Away Music Video (2D Character/FX Animator)
(June 2023-August 2023) *Harmony*
-Responsible for rough and cleanup animation for character
liftoff/flying sequence
-Created shooting star FX to sync with music and background star
FX