



ANDREW GOH

CINEMATIC & STORY ARTIST / CHARACTER ANIMATOR

www.animatenowsleeplater.com
animatenowsleeplater@gmail.com

SHIPPED TITLES:

[Game of Thrones - A Telltale Games Series](#), Telltale Incorporated, 2015

[Tales from the Borderlands](#), Telltale Incorporated, 2015

[Minecraft: Story Mode](#), Telltale Incorporated, 2015 - 2016

[Batman - The Telltale Series](#), TTelltale Incorporated, 2016

[The Walking Dead - A New Frontier](#), Telltale Incorporated, 2016-2017

[Guardians of the Galaxy: The Telltale Series](#), Telltale Incorporated, 2017

[Batman: The Enemy Within](#) Telltale Incorporated, 2017

[The Walking Dead: The Final Season](#), Telltale Incorporated, 2018

[The Little Mermaid](#), Kingsway Productions, 2018

WORK EXPERIENCE:

2015 - 2018

[Telltale Incorporated, San Rafael, CA](#)

Advanced Cinematic Artist

- Facial and character performance using animation libraries and custom animations
- Staging and layout for characters in environment
- Camera staging and Cinematography from pre-vis stage through to the final Edit
- All timing and editing

Fall 2017

[Kingsway Productions, Tampa, FL](#)

Freelance Animator

- Revised storyboards and animatic
- Set up puppet animation rigs in After Effects
- Created puppet animation for several shots

PROJECTS:

Spring 2014

[Starlight, Atlanta, GA](#)

Academy Long-listed Animated Short, Group Project

- Created puppet animation

February 2014

[Global Game Jam Atlanta, SCAD, Atlanta, GA](#)

Winning Game Concept, Team

- Lead animator
- Helped develop character designs

SKILLS:

Software:

Photoshop, Illustrator, Maya, After Effects, Premiere, Toon Boom Harmony, Illustrator, Flash, Final Cut Pro

Professional:

Storyboarding, 2D& 3D Animation, Concept Development, Visual Development, Digital Illustration, Traditional Drawing, Comic Art, 3D Modelling, 3D Character Setup

EDUCATION:

2011 - 2015

[Savannah College of Art and Design \(SCAD\), Atlanta, GA](#)

Bachelor of Fine Arts in Animation, GPA 3.96