

Andrea Ferragotti

Summary

- Over 3 years of animation production experience.
- Produced over 100 projects, including animated videos and additional branding assets.
- Specialties include developing style guides, and creating art and designs following existing guidelines.

Work Experience

Creative Director

TADApix | May 2022 – Present

- Directed 2 years of a training video series for Anheuser Busch. Worked directly with the client, created scripts, storyboards, and oversaw the video productions.
- Spearheaded the development of over 50 projects, including script writing, storyboard development, and team management.
- Met directly with clients, and developed project pitches in alignment with their creative vision.
- Trained 6 new employees, and managed a team of 8 creatives, ensuring team success.
- Promoted from Animation Generalist due to consistent positive client feedback, and team management.

Animation Generalist

TADApix | May 2020 – May 2022

- Expedited the team's project timelines by streamlining the animation pipeline, reducing production time up to 25%.
- Created Storyboards within a tight deadline, and delivering quick revisions based on feedback.
- Standardized the template for style guides used for projects, including character designs, color schemes, and backgrounds.
- Organized task and asset lists to maximize team efficiency.
- Worked in every aspect of the animation pipeline, from storyboards, and design, to animation, compositing, and editing.

Freelance Storyboard Artist

Studio Otter Rock | August 2022 – Present

- Created several storyboards for cutscene sequences for the video game "In the Midst of Flowers".
- Created the template for storyboards that reduced the cost and time of creating over 50 additional cutscenes.

Animation Consultant

Bitter | February 2023 – Present

- Consulted on Storyboards for promotional material.
- Consulted for video game animation related to gameplay.

Portfolio

ferragottiart.com

Contact

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Skillset

Abilities

Script writing, character design, storyboards, character animation, editing, and compositing, team management, pitching, directing.

Programs

Adobe Creative Suite, Photoshop, Illustrator, After Effects, Premiere, InDesign, Toon Boom Harmony, Storyboard Pro, Shotgun, Microsoft Office, Google Drive.

Bonus

Bilingual in English and Spanish, hobby writer, comic artist, and zinester.

Education

**Bachelor of Science |
Media Arts and Animation
Art Institute of California –
San Diego | December 2017**

Received Outstanding Student Achievement award for Class of 2017.
Graduated with Highest Honors.