ANDREW PAUL

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PROFILE

I am a storyboard, previs, and concept artist, with over twenty years of experience in the entertainment industry. Collaborating with Directors and teams, I develop storyboards/illustrations – from quick sketches to finished detailed panels – offering solutions to story and structural problems, improving action sequences and camera placement, and more. Represented by 310 Artists, I am also available for contract work. Top clients include: Apple Inc., Walt Disney Company, ABC Television, Netflix, Amazon, 20th Century Studios, HBO, Ubisoft Entertainment, Riot Games.

SKILLS

Adobe Creative: Photoshop; Illustrator, InDesign; Lightroom; Substance 3D. Blender, Unreal Engine, Clip Studio, ZBrush, Midjourney, Marmoset Toolbag, DaVinci Resolve, Corel Painter, Polycam, RealityScan, Sketchup, Chitubox

EXPERIENCE

A.O. Paul | **Freelance Artist** *July 2015 – Present*

I work collaboratively with directors and agency teams to ensure storyboards capture the narrative and vision. Clients include: Disney, Ubisoft, Meta, Nintendo, Netflix, ESPN, Microsoft, AmazeVR**,** eBay Motors, Paramount, Amazon Prime, Riot Games, Sony Studio, Supercell mobile gaming, PUBG Mobile gaming, BMW, Dodge, Logitech, Mattel, Glenlivet whisky.

310 Artists Agency | **Storyboard Artist** *April 2017 - Present*

I collaborate with directors and team members to create/revise storyboards, shooting boards, pitch boards, key art, and other visual representations. Some clients include: Apple, 20th Century Studios, ABC, Netflix, Meta, Amazon, FX, HBO, Starz, fuboTV, Freeform TV, NCAA, Nike, Nissan, Honda, Genesis GV80, Gatorade, Old Spice, Pokémon, Starbucks, Uber Eats, Pringles, Jack in the Box.

Warshaw Blumenthal | **Artist** *October 2018 - Present*

Frameworks Artists Inc. | **Storyboard Artist** *March 2017 - August 2019*

Some clients include: Netflix, We TV, NFL, Nike, Crystal Cruises, and more.

Creative Circle | **Freelance Storyboard Artist** *April 2016 - August 2019*

As a storyboard artist, I worked on sketch and key art for the following clients: History Channel/A&E Networks, Disney, Nike, NFL, MLB, Toyota, Airbnb, Uber, FedEx, Circle Pay, Opendoor, Brightcove, Royal Caribbean, MeUndies, Black Tux, Panini America trading cards.

Cockram & Scenario Global | **Scenic Artist** *2017*

I painted faux finishes on-location at Disneyland Resort's Star Wars: Galaxy's Edge. I also fabricated and painted props for the theme park attraction Star Wars: Rise of the Resistance at Scenario Global.

Mattel, Inc. | **Scenic Artist** *July 2015 - March 2016*

I sculpted and painted commercial sets, props, models, trade show booths and gallery displays to support brands including Barbie, Hot Wheels, Monster High and Fisher Price, among others.

Custom Characters | **Airbrush Artist and Fabricator** *June 2010 - Jan 2015*

As a production costume artist, I worked on mascot costumes for clients such as Disney, DreamWorks, Universal Studios, and Nickelodeon. I utilized various lacquer, enamel and acrylic systems with Iwata and Passche airbrushes, Pantone color mixing, foam and plastic sculpting, suit assembly, electrical soldering wirework, clear epoxy casting, and creating character concepts and custom pattern textures.

Collision Studios | **Interface Artist** *2009 - 2010*

Created interface / UI assets for the game 'City Builder' using Photoshop and Illustrator. (Nintendo Wii and PC platforms).

Insomniac Games | **QA Tester and Animation Specialist** *2006 - 2008*

Working alongside the Animation and Environment departments, I tested assets such as rigging, animation cycles, game design, paths, triggers and level art. Games: *Resistance 2* (PlayStation 3); *Ratchet & Clank: Tools of Destruction* (PS3); *Resistance: Fall of Man* (map packs for PlayStation).

Model Center | **Architectural Modeler** *2007*

Fabrication and painting of architectural models for various international clients. Duties included airbrush work with Iwata and DeVilbiss, Pantone paint color matching, model fabrication, foam coloring and construction of display assets.

g-NET Media | **Media Specialist** *2006*

Produced media content for "America Online VIP" segments as well as editing and Information Technology (IT) duties.

Electronic Arts (EA) | **QA Tester** *2005 - 2006*

Tested pre-release games and verified functionality, data content, performance, 1st Party (Microsoft, Sony, Nintendo) compliance and usability/playability. *Battlefield 2* (PC); *007: From Russia with Love* (PlayStation 2); *Black & White 2* (PC); *Medal of Honor: European Assault* (PlayStation 2).

EDUCATION

Concept Design Academy | Character and mechanical concept design – 2008

Art Academy of Cincinnati | Bachelor's Degree, Fine Art, emphasis on painting – 1994