

Andrew Lozano

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PROFESSIONAL EXPERIENCE

3D Animator + Composer (contract)

Dart Frog Creative

Kansas City, Missouri

Feb 2023–Current

- Using 3dsmax to create a visual library of complex parts and solutions for instruction manuals
- Utilizing google sheets for team and project organization to streamline production
- Compositing elements and motion graphics to create informative video presentations

Illustrator Coordinator

SCBWI

Kansas City, Missouri

Mar 2023–Current

- Coordinating regional community events and collaborating with artists
- Developing engaging content and overseeing the management of social media platforms
- Cultivating an artistic community to foster growth, appreciation, and promotion of artists

Background Designer / Illustrator

Freelance

Kansas City, Missouri

Jan 2018–Current

- Produced commercial and fashion content illustrations using digital and traditional mediums
- Conceptualized visual designs to guide art direction in short-form video creation
- Produced digital backgrounds and layouts for client projects and campaigns

3d Generalist

DK Global

Redlands, California (remote work)

Mar 2021–Dec 2023

- Utilized 3dsMax and other creative software to develop visually complex solutions for legal presentations
- Designed and implemented projects, files, assets, and scripts for use in independent and distributed workloads
- Composited video and motion graphics elements for editing and final output of media using Adobe Creative Suite

Multimedia Specialist

Truescape

Christchurch, New Zealand

Oct 2015–Dec 2017

- Formulated new visual strategies for complex conceptualizations and media
- Guided projects through all stages, from initial client engagement to final output and delivery
- Developed new methods for streamlining production of visualizations and digital applications

3d Animator

Insight Legal Graphics and Animation

Los Angeles, California

Feb 2014 – Jul 2015

- Crafted intricate video and animated representations to support precise legal representation and data analysis
- Created supplementary assets to enhance creative client solutions and representation
- Utilized a range of technical skills and creative applications to successfully complete complex projects

Animator

Trinity Animation Studios

Lee's Summit, Missouri

Feb 2011 – Feb 2014

- Designed and created models and environments for use on various television productions, including Archer
- Operated in multifaceted production within a variety of industries, such as energy, architecture, and industrial design
- Created tailor-made animations using a diverse range of tool sets and technical skills

EDUCATION

California Institute of The Arts

BFA in Character Animation, May 2009

Valencia, California

- Character animation Bachelor's degree, specialized in the art of visual storytelling, preproduction, and design

Technical Proficiencies

- Photoshop
- V-Ray
- Premiere
- Railclone
- Motion Graphics
- Rendering
- After Effects
- 3ds Max
- Forestpack
- Substance
- Media Encoder
- AI Tools