

# Andrey Kolesov



2D / 3D Animator, 3D Generalist, Illustrator

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## Work Experience

### Freelance

2D/3D Animator

2016 - ongoing

- Worked as an Animator and Generalist for various studios and projects.

### Wizz - Paris

3D Artist - Contract

01/2023 - ongoing

- 3D Modeling, Texturing and 3D Layout using Blender

### Supamonks - Paris

2D Animator - Internship

05/2021 - 07/2021

- 2D Character animation. Keyframes, Rough to cleanup and pre-production.

### MoonActive - Tel Aviv

Motion Graphics, 3D Generalist - Freelance

01/2020 - 07/2020

- Responsible for creating animated ad content for the Coin Master video game. Including 3D and 2D motion graphics, compositing, and VFX.

### Reshet 13 TV - Tel Aviv

Motion Graphics, 3D Generalist, Compositing - Freelance

2017 - 2021

- Worked closely with the Art Director to create animated content for TV, such as 3D logo animations, channel branding, motion graphics ads, 3D animated TV show spots (Big Brother, Survivor, The Amazing Race), VFX and more.

### Mustache Studio - Tel Aviv

Motion Graphic Artist - Freelance

2015 - 2020

- Responsible for animating explainer videos, 2D character puppet animation, 3D motion graphics and more.

### Israel Defense Force - Tel Aviv

Motion Graphics, 3D Generalist, Comp

2012 - 2015

- Mandatory army service, worked as a lead animator amongst a small team for the Air Force and General Corps.

## Education

### Gobelins, l'école de l'image - Paris, France

Master of Arts - Character Animation and Animated Filmmaking

2020 - 2022

- Degree program focused on Directing and Character Animation.

## Skills

### Skills and Tools

2D Animation 3D Animation Illustration

Compositing Motion Graphics Modeling

Editing Texturing VisDev Coding

Cinema 4D TVPaint After Effects

Maya 3dsMax Photoshop Blender

ZBrush Premiere Illustrator Redshift

### Languages

English Hebrew Russian

Français (Intermediate)

### Interests

Art Game Development Technology

Language Travel Culture Hiking

## Directed

### 'Go Fishboy' - Gobelins, Paris

Directed a short film in a team of 6. Included Scriptwriting, Storyboard, Art Development, Animation, Compositing, 3D Modeling and Rendering.

## Developed

### 'FreeFall Infinity' - Android

Designed and developed a mobile video game for Android. Using Java and the LibGDX game development framework.