



ANDREW TRIMMER
CONCEPT DESIGN ILLUSTRATION

Summary; 25 years working experience as freelance commercial illustrator in the fields of animation, film, publishing, advertising, and web.

Specialties; Experienced in 2D character animation, traditional and digital illustration, photo composition & retouching, storyboarding, concept design (characters, backgrounds, sets, vehicles and props), photography, videography, editing, and model construction.

Experience

Continuing Freelance Assignments

Design industry

June 2009 - Present (5 years)

Varied commissions in illustration, photography, editing, photo composition, and creating visual assets for web development.

Concept Artist at Ettamogah Entertainment

Animation industry

March 2009 – June 2009 (4 months)

Designed pre-production concept art of characters, props, and background layout designs for 24 episode CG animated TV series 'Lil Larikkins'.

Concept Artist at Animalia Productions

Animation industry

March 2006 – January 2008 (1 year 11 months)

Developed and designed pre-production concept art of characters, props and graphics required for 3D modelling and texturing., for 40 episode CG animated TV series 'Animalia'.

Illustrator at New Zealand Publishers

Publishing industry

June 1995 – December 2005 (10 years 7 months)

Provided freelance finished art illustrations for 45 children's educational titles distributed internationally for New Zealand publishers Macmillan Education, Wendy Pye, Reed Heineman, and Shortland Publications.

Owner/Operator at Grafix Garage

Design industry

January 2001 – June 2005 (4 years 6 months)

Grafix Garage is a commercial art and graphic design consultancy in West End, Brisbane. As a small 2 person business, I was jointly responsible for art direction, illustration, photography, and design of publications for corporate and government clients.

Visual Effects Storyboard Artist at Village Roadshow

Entertainment industry

June 2003 – June 2003 (1 month)

Provided post production visual effects storyboards on the film 'Peter Pan' for blue screen pick up effects shots.

Production Illustrator at Miramax Pictures

Motion Pictures and Film industry

February 2002 – September 2002 (8 months)

Concept design and illustration for production designer Bruno Rubeo of sets and locations for the WW2 film 'The Great Raid' . Directed by John Dahl, produced by Marty Katz.



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Background Artist at Photon VFX

Broadcast Media industry

March 1998 – August 1998 (6 months)

Storyboards and background art for 3 - 30 sec 3D/2D animated commercials for Holden 'Barina'.

Character Designer at Novalis Entertainment

Broadcast media/Animation industry

1996 – 1997 (14 months)

Designed animation characters, and layouts a 5 minute 2D animated pre sale TV pilot, 'Cosmo Kids'.

Illustrator at Zoonimedia

Animation industry

1995 – 1995 (less than a year)

Designed concepts characters for various US market 2D animation pilots.

Production Designer at Bug Apple Pictures

Animation industry

September 1993 – June 1994 (10 months)

Designed and developed production art, concepts, characters, props, vehicles and sets for a 15 minute pre-sale 2D/3D animated pilot for a 24 episode series 'Antics'

Freelance Illustrator at Westside Studio

Advertising industry

June 1990 – April 1993 (2 years 11 months)

Freelance illustration partnership within a shared studio collective at West End with 4 independant commercial artists and designers providing illustration and design services to advertising agencies of Brisbane.

Concept Artist at Roo Films

Animation industry

February 1991 – September 1991 (8 months)

Concept art and design of characters, backgrounds, and props for 6 episodes of a 24 episode 2D animated children's TV series, 'The Dinky Di's'

2D Animator at Max Bannah Animation

Animation industry

June 1987 – December 1989 (2 years 7 months)

Provided 2D animation & clean-up, cell painting, and background art for various television commercials and short films part time during college, then full time for the year of 1989.

Education

Griffith University BA, Majoring in Animation (2D)

1986 – 1988

Programs Used

Photoshop, Premier, Illustrator, Indesign, Artrage

Contact

www.andrewtrimmer.com