

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.

Zag Toon - Paris

Animation Supervisor - Contract

08/2023 - 08/2023

- Refining 3D animation with draw overs using SyncSketch

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.

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

3D Animation

2D Animation

Illustration

Compositing

Motion Graphics

Modeling

Editing

Texturing

VisDev

Coding

Cinema 4D

TVPaint

Blender

Maya

After Effects

3dsMax

Photoshop

ZBrush

Premiere

Illustrator

Redshift

Languages

English

Hebrew

Russian

Français (Intermediate)

Interests

Art

Game Development

Technology

Language

Travel

Culture

Hiking

Tiramisu

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.