Andrey Kolesov



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

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Work Experience

Freelance

2D/3D Animator

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

Zag Toon - Paris

Animation Supervisor - Contract

Refining 3D animation with draw overs using SyncSketch

Wizz - Paris

3D Artist - Contract

3D Modeling, Texturing and 3D Layout using Blender

Supamonks - Paris

2D Animator - Internship

2D Character animation. Keyframes, Rough to cleanup and preproduction.

MoonActive - Tel Aviv

Motion Graphics, 3D Generalist - Freelance

 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

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

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

Degree program focused on Directing and Character Animation.

Skills

2016 - ongoing

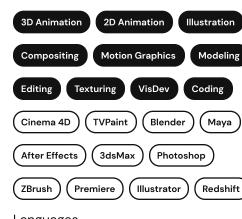
08/2023 - 08/2023

01/2023 - ongoing

05/2021 - 07/2021

01/2020 - 07/2020





Languages



Interests



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.

'FreeFall Infinity' - Android

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

2015 - 2020

2020 - 2022

2017 - 2021

Developed