

Andrew Helenek

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As an animator, I make it my duty to give life to characters, to fill them with emotion, and to help the player or viewer care for the character. Because of this, I am meticulous with the planning process, and that aids my ability to work well under extreme deadlines. I possess a strong ability to understand and learn new software at exceptional rates, diagnose and solve problems, and constantly have strong critical thinking skills. I have a very deep passion for animation and the video games industry and am always looking to push my skills and get as heavily involved in the industry as possible because of it.

Skills

- Maya
- Animation
- Adobe Photoshop
- Source
- Computer Animation
- Unreal Engine 4
- Adobe After Effects
- Rigging
- Character Animation
- Softimage XSI
- Unity
- Video Games

Experience

Red Moon Workshop

10 / 2013 - Present

Lead Animator

Currently working with a team to provide top tier UGC (User generated content) for Valve's Dota 2 A-RTS alongside a multidisciplinary team.

Responsibilities including:

-Rigging and Animating various couriers, wards, and characters. -Video Marketing Material -Client outreach and coordinating with international contacts

Our team has provided assets for clients including:

-Nexon -Na'Vi Gaming -EMS Raid Call -Gaya Gaming/Game Legends

Andrew Arcade

06 / 2013 - 06 / 2013

Contract Animator

Was contacted by Andrew Garcia of the let's play channel to create an animation for his youtube videos. I was responsible for rigging and animating the character, as well as rendering out the footage for his youtube videos.

Lukewarm Media

04 / 2013 - 06 / 2013

Contract Animator

Performed tasks animating both dinosaurs and lifelike human characters, also delegated animations to other offsite animators in order to complete the tasks assigned. Learned Unreal 4, and was responsible for getting animations to work in engine.

Magnetic Dreams Animation Studio

02 / 2013 - 03 / 2013

Contract Animator

Contract Animator on an undisclosed project. Pose to pose character animation featuring interactive characters. Learned Softimage XSI in order to complete the task.

Contract / Freelance

06 / 2012 - 05 / 2013

Animator / Character Rigger

Rigging and animating characters and mechanical objects for various projects, focusing mainly in the gaming industry.

Publications

Steam Workshop :: DOTA 2 :: Cluckles the Brave

01 / 2013

DOTA 2 / Valve · Authors: Andrew Helenek, Sean McDonald, Jakub Mirola, private private, Matt White · <http://www.dota2.com/store/itemdetails/10147>

I was responsible for coming up the concept, assembling the team and animating a Chicken for Valve's Dota 2 game through the Steam Workshop. The idea was based around the original chicken used as a pet in DOTA.

Team Na'Vi :: DOTA 2 :: Na'Vi's Weaselcrow

12 / 2012

DOTA 2 / Na'Vi / Valve · Authors: Andrew Helenek, Matt White, private private, Jakub Mirola · <http://www.dota2.com/store/itemdetails/10132>

Assigned by "Natus Vincere" (Na'Vi) a Ukrainian E-Sports organization to create the team courier to represent them during the 2012 DOTA 2 Valve Internationals. I was responsible for animating the Courier.

Education

The Art Institute of Tennessee-Nashville

2009 - 2012

BFA , Media Arts & Animation

Secretary of "The Inbetweeners" animation club for one term (April 2010 - September 2010).