

**MICHELE ANDREOLI**  
Animator

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**PERSONAL INFO**

Born in Cecina (LI), Italy - 02/12/1978

**OBJECTIVE**

Position as 3D Senior Animator/Lead Animator/Supervisor

**EXPERIENCE**

July 2022 – August 2023

**ANIMATION SUPERVISOR, Maga Animation, Monza (IT)**

- TV Series "HelloKitty Super Style!"

June 2020 – May 2022

**SENIOR ANIMATOR, Maga Animation, Monza (IT)**

- Ubisoft/Nintendo Game "SuperMario+Rabbids 2"
- TV Series "RickyZoom" (season 2)

October 2017 – April 2019

**ANIMATOR, The Shift, Pescara (IT)**

- full-CG commercial "Cartoonito"
- full-CG commercial "Aruba Spid"
- full-CG commercial "Citrus"
- full-CG commercial "Aruba Zero"

March 2018 – April 2019

**SENIOR ANIMATOR, Primal Shape, Naples (IT)**

- Game animation for app "TalkingTom2"
- full-CG Shorts for TV serie "Space Yoghurt"
- full-CG shorts for TV serie "Talking Tom"

March 2017 – February 2019

**SENIOR ANIMATOR, Maga Animation, Monza (IT)**

- Ubisoft/Nintendo Game "SuperMario+Rabbids"
- TV Series "RickyZoom" (season 1)
- TV commercial "Nocciolata Rigoni"

September 2016 - 2021

**ANIMATOR, Playing4ward, New York (USA)**

- Game animation for apps in AR

March 2016 – July 2017

**ANIMATOR, Primal Shape, Naples (IT)**

- Game animation for app "Olympic Rio 2016"
- full-CG short for Museum of the Bible (Washington)

October 2016 – July 2017

**ANIMATOR, Direct2Brain, Rome (IT)**

- full-CG commercial "Narhinel" (second version)
- full-CG commercial "Pampers"

Dicember 2015 - present

**ANIMATOR, Fuel newMedia, München (DE)**

- full-CG presentation for "Lego Nexo Knights"

April 2015 – November 2015

**ANIMATOR, Pixable Studios, Dresden (DE)**

- CG-Dome medium-length movie "Gravitation"

	<ul style="list-style-type: none"> <li>- Game commercial "Celtic Tribes"</li> <li>- Game commercial "Lords and Knights"</li> </ul>
November 2014 – April 2015	<b>ANIMATOR, The Shift, Pescara (IT)</b> <ul style="list-style-type: none"> <li>- full-CG commercial "<i>Biscotti Gentilini</i>"</li> <li>- full-CG commercial "<i>Narhine</i>"</li> </ul>
April 2014 – June 2014	<b>ANIMATOR, Moondog, Charlestone (USA)</b> <ul style="list-style-type: none"> <li>- full-CG commercial "Orbie for Orphans"</li> </ul>
September 2012 – October 2014	<b>ANIMATOR, Bonsaininja Studio, Milan</b> <ul style="list-style-type: none"> <li>- web-series "Orzoro Nestlé - Dora &amp; missTressy" (seasons 2012,2013,2104)</li> </ul>
June 2011 – September 2012	<b>JUNIOR ANIMATOR, Pixable Studios, Dresden</b> <ul style="list-style-type: none"> <li>- full-CG short "<i>Playmobil - Night Mission</i>"</li> <li>- full-CG short "<i>Grisella</i>"</li> <li>- TV commercials</li> </ul>
May 2007 – June 2011	<b>JUNIOR ANIMATOR/EDITOR/COMPO, Toposodo, Pisa (IT)</b> <ul style="list-style-type: none"> <li>- TV Series "<i>Birds' Squad</i>" (season1)</li> <li>- TV Series "<i>Taratabong!</i>" (Season 1 and 2)</li> <li>- TV Series "<i>Adventure in the Univerphone</i>" (pilot)</li> </ul>
October 2003 – May 2007	<b>ANIMATOR/FLASH DEVELOPER, Alfea, Pisa</b>

## EDUCATION

October 2001 – August 2002	Course for "Expert in television production"
October 1998 – July 2004	First-Class Degree in Film History and Criticism (University of Pisa)

## SKILLS

Primary Skills	3D Animation
Other Skills	Basic generalist skills, good editing and compositing skills
Softwares	Maya, Adobe Suite, WIndows OS

## LANGUAGES

Italian (mother tongue), English (Advanced), French (basic)