

ANDREA FALSONE

PRODUCTION

EDUCATION

2015 - 2019

B.F.A. ANIMATION

Savannah College of Art and Design (SCAD)

- GPA 3.88
- Minor in Storyboarding
- Experienced in Motion Capture
- Studied Abroad in Hong Kong

SKILLS

- SHOTGRID
- JIRA
- CONFLUENCE
- ROADMUNK
- MICROSOFT OFFICE
- GOOGLE SUITE
- VICON SHOGUN
- AUTODESK MAYA
- ADOBE PHOTOSHOP
- ADOBE ILLUSTRATOR
- AUTODESK MOTIONBUILDER
- DYNAMIXYZ FACIAL CAPTURE
- AFTER EFFECTS
- STORYBOARD PRO
- TOONBOOM HARMONY

PROJECT EXPERIENCE

- NDA Marvel Film
- NDA Warner Bros Film
- NDA 20th Century Studios Film
- NBA 2K22
- WWE 2K22
- Marvel's Midnight Suns
- Game of Thrones: Conquest
- Volt (Cancelled)
- Star Trek HoloDECKS (Cancelled)
- Unannounced Game Title 1
- Unannounced Game Title 2

PROFILE

Enthusiastic and passionate individual with two years of AAA game industry experience in console and mobile games. She has worked on three movies and eight game titles. Uses her positive and energetic personality to motivate others and encourage cross-functional collaboration. Utilizes her excellent communication and organizational skills to support multiple teams and ensure on-time delivery of game play features.

WORK EXPERIENCE

Jan 2022 - Present

THE THIRD FLOOR INC / VISUALIZATION COORDINATOR

Works closely with clients and artists to strategize and implement tasks and targets crucial to the delivery of the project on time and on budget.

My responsibilities include:

- Working with the supervisor to track and manage the artists to meet deadlines.
- Organizes meetings, taking notes and following up on information as necessary.
- Ensures the production database is updated daily with notes and critical information.
- Ensures Shotgrid is kept current at all times with notes, shot status and critical information.
- Manages crew actuals and accurately approves timecards.
- Anticipates and communicates issues to resolve problems quickly.
- Keeps both internal and client contacts list up to date for all associated projects.
- Oversees the execution of client deliveries.
- Compiles the projects weekly report with input from both Supervisor and Line Producer.

Jan 2021 - Jan 2022

2K GAMES / MOTION CAPTURE STAGE TECHNICIAN

Works closely with developers and artists to capture performance data, audio, and video assets. Helps operate a state-of-the-art system for capturing body and facial data for a range of AAA console titles.

Operates equipment and execute pipelines with respect to body, audio and facial data. Contributes to the daily tasks of the performance capture process and daily upkeep of the studio.

Sept 2019 - Jan 2021

WARNER BROTHER'S GAMES / PRODUCTION INTERN

Worked on the mobile title Game of Thrones: Conquest. Started on the the live operations team from September 2019 - March 2020 before moving to feature. Was the producer for the Art, UI, and UX teams which encompassed twenty people.



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