Andrey (Andy) Glebovsky

2D Animation Artist

EXPERIENCE

Pocket Pie, Tel Aviv — *2D Animator/VFX Artist*

2021 - 2023

Created and integrated animations and VFX into an RPG/Farming Style game using Unity 3D

Candy Bear, Tel Aviv — *Compositor*

2017 - 2020

Responsible for background animation, compositing, VFX, episodes assembly, and final exports of two animated series for "BabyTV" Channel according to QC standard

Avox Vision, Holon — *Ae Animator*

2017 - 2017

Animated lyric videos for various artists in After Eects, creating VFX and Typography animations, as well as Green Screen integrations

Memo Global, Ra'anana — *Sales Rep.*

2014 - 2016

Call center representative for Immigration Services

EDUCATION

Minshar School of Art, Tel Aviv — *B.A.*

2011 - 2017

Graduated from the Department of Animation leaning 2D, accompanied by B.A. in Humanities with a focus on Arts and Cinema

Ort Shapira, Kfar Saba — *High School Diploma*

2005 - 2008

High school diploma in Computer Programming

Software Skills

After E ects, Unity3D, Spine, Premiere, Animate, Photoshop, Illustrator, DaVinci Resolve, ToonBoom

Personal Achievements

Graduation Film "Opium"(2016) made o cial selection in "DROP Horror Film festival", Moscow, "Best Film Awards", "Short to the Point" and "Short Film Breaks", Romania

Personal Skills

Great interpersonal relations, solid self learning skills, high work ethic, attention to detail, experience working as a part of a team

LANGUAGES

Russian: Mother Tongue

Hebrew: Fluent **English:** Fluent