

Andrew Doyon

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Career Objectives: As an animator, writer and game designer, to create stories and games that connect with people that my aimed industries often do not tap into, along with those they do. The whole goal of business is to make money, and these people are where you can find LOTS of money.

Qualifications:

A well-read student of digital arts and the literary craft, with years of paid education and out-of-school classes in animation, programming, and game design.

Live performances at numerous public talks and interviews, carried by a natural talent for communication and vocal articulation complete with potent charisma.

A keen eye for details other would have difficulty spotting, and an attention to that detail that most animated and/or interactive products desperately need.

A vast, expansive imagination fueled by a deep fascination for the obscure and a love for the fantastic.

Work Experience:

Goldenclaw: Video Game: Director and Marketing. 2016

Shark Puncher: Video Game: Programmer and game designer. 2017

Super Cyborg Shooter: Video Game: Art Assets. 2017

A Daffodil Out: Animation: Storyboard artist, Asset Artist and Animator. 2017

Familienerinnerungen: Animation: Storyboard artist, Asset Artist and Animator. 2018

Lethal League: Hip Edition: Video Game Mod: Voice Actor. 2019

Education:

BA George Mason University, Computer Game Design 2021

Certifications:

The Adobe Suite (Photoshop, Illustrator, After Effects)

Personal:

A passion for playing video games and watching animations. A knack for writing, drawing, and designing. A liking to programming and similar kinds of problem solving.