RESUME ANDREW MCCULLY VISUALIZATION ARTIST



/ SKILLSET Visualization (Pre, Post, Techvis) Direction Digital Cinematography 3D Animation Lighting Modelling Tracking Compositing Editing **/ SOFTWARE** Maya Unreal Engine 5 After Effects Davinci Resolve Photoshop

/ WORK EXPERIENCE The Third Floor London (March 2017 - October 2023)

/ VISUALIZATION SUPERVISOR Kraven The Hunter (2024) Heart Of Stone (Netflix, 2023) The Meg 2 - The Trench (2023) The Nevers (HB0 TV show, 2023) ASDA Christmas (TV Advert, 2022) NEOM The Line (TV Advert, 2022) Lovecraft Country (HB0 TV show, 2020) Jingle Jangle (Netlix, 2020)

/ VISUALIZATION LEAD Masters of the Air (HBO TV show, 2024) Percy Jackson (Disney TV show, 2023) Antman 3 (2023) Beast (2022) The King's Man (2022) Venom: Let There Be Carnage (2021) Maleficent: Mistress of Evil (2019) Spider-man: Far From Home (2019) Dumbo (2019)

Pukeko Pictures LP, NZ (March 2013 - December 2016)

/ DIRECTOR
Thunderbirds Are Go (TV show, 5 episodes)
/ VISUALIZATION LEAD
Thunderbirds Are Go (TV show, 52 episodes)

Circus Animation, NZ (Jan 2013 - October 2013) / 3D GENERALIST ON TV COMMERCIALS

Albedo VFX, NZ (Dec 2009 - Feb 2011) / 3D GENERALIST AND COMPOSITOR



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/ EDUCATION

Graduate Diploma of Advanced 3D Productions (2011-2012) Media Design School, Auckland NZ

Bachelor of Fine Arts (B.F.A.) with Honours (2006-2009) **University of Auckland, ELAM School of Fine Arts, Auckland NZ** First Class Honours ELAM Prize for Moving Image or Sound (2009) Annual Prize in Fine Arts (Top student in year) (2009)

/ HONORS AND AWARDS

'FUNERAL HOME PINATAS' (Media Design School student film) Co-writer, co-director, 3D and VFX artist Annecy International Animation Festival, France 2013 – In competition Unishorts Student Film Festival, NZ 2013 – Awarded Best Animation Melbourne International Animation Festival, Aus 2013 – In competition

3DArtist CG Student Awards 2012 "Mustang Crime Scene" Student Reel – Highly Commended

/ RECOMMENDATIONS

"Andrew is quite simply a very skilled director. His understanding of story and the efficient telling of this relative to the medium of fast turn-around shot efficient TV is exemplary and this intuition was utilized brilliantly in the mak-ing of our show. Andrew is also a very dedicated person – focusing entirely on the task at hand to deliver the best results possible in the time given. His eagerness to tackle challenging timeframes and production complexities makes him a very valuable person to have at the helm of a team, in my view. He is greatly liked by his colleagues and garners respect from those working for him."

– Sir Richard Taylor, Weta Workshop

"During his time as Lead 3D Story Artist on Thunderbirds are Go I have come to rely on Andrew for his superb artistic skill and judgment, his tenacious pursuit of excellence in his work and his keen, analytical mind.Whether given a shot, a sequence or an entire episode Andrew applies himself to producing work of quality in all regards: storytelling, timing, composition, theme, pace and many more qualities that can be hard to find in less talented artists. He can both take and give direction, he can problem-solve, he's a fast learner and a hard worker.The highest praise I can give is that I have absolutely no idea how I'm going to manage without him. I can recommend Andrew without hesitation and have great expectations for his future career."

- Tim Gaul, 3D Story Supervisor, Thunderbirds Are Go