

Randy Gossman

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- OBJECTIVE:** Create films through the medium of animation and share my craft with others.
- QUALIFIED BY:**
- Over 29 years experience in Traditional Animation.
 - Over 18 years experience in 3D Computer Animation.
 - Over 22 years experience in Computer Graphics.
- ACCOLADES & AWARDS:**
- *Awarded Bronze Flamingo for "Shutterbird", 2007 Annual South Beach International Animation Festival.*
 - *Awarded Honored faculty Member, 2002 at Art Institute of Fort Lauderdale.*
 - *2 pieces showcased in Siggraph 2000 Animation Festival:*
 - "The Game Room" - Director.
 - "Skiddles" - Lead character animator for 'Tropical'.
- SOFTWARE:** Photoshop, Illustrator, Premiere, After Effects, Dreamweaver, Toon Boom Studio/Storyboard Pro, 3DS Max.
- EXPERIENCE:**
- 1998-2005: *Exodus Entertainment, Inc.* Miami, FL
An animation and production firm for television, film and video games.
Director / Producer
Supervising and organizing various productions, scriptwriting, storyboarding, creating animatics, voice acting, character design, traditional cel animation, 3D computer animation, compositing, editing.
Special projects include:
- "Starkist"- 3D animated pitch piece: **Director.**
 - "Googles"- traditionally animated children's music videos: **Animation Director.**
 - "Harry Potter"- 3D animated pitch piece for Mattel: **Modeling, Animation, Camera.**
 - "The Game Room"- animated video game review show: **Director.**
- 1997-Present: *Art Institute of Fort Lauderdale*, Fort Lauderdale, FL
A commercial art college.
Media Arts and Animation Faculty
Design and teach courses in computer graphics, scriptwriting, storyboarding, character design, sculpting, traditional cel animation, 3D computer animation and general animation production.
- 1995-1998: *Animation Factory of South Florida, Inc.* Hollywood, FL
An animation and production firm for television and CD ROM.
Senior Animation & Art Director
Supervising animation staff, creating traditional and 3D character animation, designing and developing characters, storyboards and sculpted character maquettes.
Special projects include:
- "Van-pires"- 3D animated television series: **Animation Director.**
 - "Am I Dreaming"- children's interactive CD ROM: **Project Director.**
 - "Witchaven"- 3D animated game intro: **Modeling, Animation and Effects.**
 - "Computers for Psychiatrists"- traditionally animated commercial: **Director.**
- Freelance
- "Max Barker" - Max Fitness: **Character Board**
 - "Food Majesty" - **Logo Designer**
 - "Tastee CHAMPS" & "Tastee GOAL" - Lower 3rd Animations: **Director**
 - "O.I.L. Animation"- Web Commercial: **Voice Actor-** Narrator/Louie
 - "Get Smart"- Hollywood Film: **Previs Animator-** Skydiving Sequence
 - "The Diet Game"- Nutrition Book: **Art Director**
 - "Call of Duty"- PC Game Cinema: **3D Character Animator-** British Campaign Intro
 - "Spongebob Squarepants"- PC Game Cinemas: **3D Character Animator**
- EDUCATION:**
- 2003-2007: *Miami International University of Art and Design*, Miami, FL
Master of Fine Art in Animation.
- 2001-2003: *Art Institute of Fort Lauderdale*, Fort Lauderdale, FL
Bachelor of Science in Graphic Design.
- 1986-1988: *Art Institute of Fort Lauderdale*, Fort Lauderdale, FL
Associate of Science in Visual Communications.