



Andrea Mangano

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andymanganoart.com

Professional Summary

Andy is a multidisciplinary artist and animator with a BFA Cum Laude in Animation, a strong background in 2D/3D visual storytelling, and a passion for public engagement. Experienced in site-responsive design, animation pipelines, and educational outreach. Committed to creating art that enhances public space and reflects community identity.

Relevant Experience

Freelance Artist 2011 – Present

- Clients include Lucio Piccolo Foundation, Evolve Dance Co., private entities.
- Produced short animated films (Dance!, Dithyrambos, For a Few Dollars or Less).
- Managed pricing, marketing, and client communication.

Graphic Designer & Creative Intern *Faith in the Valley / NAUWU HD88* • 2021

- Created visuals and managed social content for civic engagement.
- Participated in community organizing and cross-representative campaigns.

Clean-Up Artist & Animation Assistant *Wild Goats Animation* • May 2023 – Jan 2024

- Cleaned up rough animations and prepared assets for post-production.
- Ink & paint to maintain design consistency; Harmony node compositing.

Animation Apprentice *CTN Foundation – Cowabunga* • May 2022 – May 2023

- Assisted in animation and clean-up under industry mentorship.
- Collaborated on independent short led by James Lopez and Tina Price.

Animation Intern *Bogeyman Productions - The I-Team* • Oct 2020 - March 2021

- Art Director. Develop the general initial look for the show.
- 2D Animator. Animate and Clean-Up an effect/environmental shot.
- Character Designer. Design the main cast, explore different styles.

Selected Awards

Create Change Award: Woodbury University (2020)

Winner: Miami 4 Social Change, Flint Youth FF, MAGICA Festival (2021)

Semi-Finalist: Happy Future Scripts, Dumbo FF, Serbest IFF (2021–2023)

Honorable Mention: SWIFF (2022), WideScreen Toronto (2024)

KIDS FIRST! Interviews + Classroom Screenings (2021)

Dean's & President's Lists: Clovis Community College, Woodbury University (2016–2022)

Relevant Skills

Software:

- ToonBoom: Harmony and Storyboard Pro;
- Adobe: After Effects, Audition, Illustrator, Photoshop, Premiere, Substance Painter; Autodesk Maya; Conductor Render Engine; Renderman; Canva; Blender; Clip Studio EX;

Artistic Mediums:

- Painting: Digital, Oil, Palette knife, Watercolor, and Acrylic;
- Illustration: Digital, Charcoal, Chalk-Pastel, Bricolage, and Graphite;
- 3D: Modeling, Rigging, Design, Textures, Shading, and Animation, Exceptional understanding of form, gesture, and anatomy;