

ANDRE L. BEAULNE

Senior Animator | Rigger | Technical Director

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PROFESSIONAL SUMMARY

Senior animator, rigger, and technical director with over a decade leading rigging departments for TV animation, and nearly 30 years total across studios that shaped some of the medium's most recognizable series and films — including Walt Disney Animation, Nelvana, and Pipeline Studio. Specializes in Toon Boom Harmony rigging and pipeline technical direction, building character rigs that hold up across full broadcast seasons. Moves fluidly between 2D and 3D (Maya, Blender, Moho, Unity) and has spent the last two years integrating AI-assisted workflows into production pipelines without compromising craft. Work has contributed to Daytime Emmy, Peabody, Annie, and WGC award-winning and nominated series.

CORE SKILLS

- Rigging & Technical Direction: Toon Boom Harmony (Certified), rigging pipeline design, department leadership & QC
- 2D/3D Tools: Toon Boom Harmony, Maya, Blender, Moho, Unity, Adobe Photoshop/After Effects
- Pipeline & Scripting: Python, production pipeline optimization, AI-assisted workflow integration (ComfyUI)
- Leadership: Department management, cross-team collaboration, mentorship, budget & schedule adherence

PROFESSIONAL EXPERIENCE

Technical Director, Animator & Lead Rigging Supervisor — Pipeline Studio, Hamilton, ON 2013 - 2023

- Led a distributed rigging team of 3–6 artists across Colombia and Brazil from Hamilton, ON, directing resource allocation, quality control, and technical output against budget and client requirements
- Served as Lead Rigger for the full production runs of Sunny Day and Alma's Way, delivering broadcast-ready Toon Boom Harmony rigs across every season
- Mentored rigging teams and partnered with design and animation departments to deliver series on time and on budget
- Owned production delivery pipelines end-to-end and ensured adherence to regional compliance standards

Storyboard Revisionist — Cookie Jar / DHX Media, Toronto, ON 2012 - 2013

- Revised storyboards for Ella the Elephant and other series, maintaining continuity and studio style standards

Senior Animator / Character & Prop Designer — Nelvana, Toronto, ON 1999 - 2010

- Designed and animated characters and props for series including Little Bill, Max & Ruby, Rescue Rangers, Jacob Two-Two, Sidekick, Quads!, Seven Little Monsters, 6Teen, and Grossology

Assistant Animator / Clean-up & In-between Artist — Walt Disney Canada, Toronto, ON 1996 - 1999

- Contributed clean-up and in-between animation to theatrical and direct-to-video features including Beauty and the Beast: The Enchanted Christmas, Pocahontas 2: Journey to a New World, Mickey's Once Upon a Christmas, The Little Mermaid 2: Return to the Sea, Return to Never Land, and Brother Bear 2

CONCURRENT FREELANCE WORK

Freelance Animator (via Yowza Animation) — Toronto, ON 2000 - 2009

- Contributed clean-up and in-between animation to The Princess and the Frog (Walt Disney Animation) and Osmosis Jones, along with other smaller productions

Freelance Animator, Rigger & Storyboard Artist — Various Studios 1995 - Present

- Delivered animation, rigging, storyboarding, and compositing for Imagine That, CRUSH Studio, Bento Box Studio, Entrenched Inc., Chuck Gammage Animation, and Extra Dimension Games on productions including Fangbone!, Sunny Day, Elinor Wonders Why, Space Jam, Bubble Guppies, and Anne of Green Gables: The Animated Series
- Teach part-time digital art classes to students in grades 6–8

NOTABLE CREDITS & RECOGNITION

Little Bill — Daytime Emmy Award Winner · Peabody Award Winner

Max & Ruby — Canadian Screen Awards — 3x Nominee

Elinor Wonders Why — Daytime Emmy Nominee · Annie Award Nominee · WGC Award Winner

Alma's Way — Webby, Imagen, GEE!, and ALA Honoree

EDUCATION & CERTIFICATION

- Diploma, Classical Animation — Sheridan College, Oakville, ON
- Toon Boom Harmony — Professional Certification