

# ANDY SCHLEBECKER

## CONTACT INFO

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## EDUCATION

**Emerson College**  
**Boston, MA | May 2015**  
B.F.A. Film Production

## ABOUT

Since I was a kid, cartoons have been my passion. Now every day I get to live my dream. From starting a non-profit to producing animated shows and shorts, I thrive off leadership and the team effort it takes to create content that is meaningful and important.

## SKILLS

Basic Python Programming  
Adobe Media Encoder  
Adobe Animate/Flash  
Adobe After Effects  
Adobe Photoshop  
Adobe Premiere  
Storyboard Pro  
Microsoft Excel  
Microsoft Word  
Filemaker Pro  
Google Docs  
Final Draft  
Shotgun  
Slack

## WORK EXPERIENCE

**TUCA & BERTIE | ShadowMachine**  
Production Supervisor | 2/18 - Present

- Supervised the Storyboard, Lipsync, Compositing, Shipping and Retakes departments, overseeing Coordinators, PAs and Interns.
- Notated thumbs and boards reviews, created and managed production pipeline from pre-pro through post, QC'd and tracked assets, hired, supervised and mentored production staff, developed internal schedules, tracked artist labor.

**BOJACK HORSEMAN | ShadowMachine**  
Production/Retakes Coordinator | 10/16 - 2/18

- Coordinated the Storyboard, Lipsync, Compositing and Retakes departments.
- Notated thumbs and boards reviews, corresponded with Korean animation studio, marked voice records, built character lineups, created scene files, oversaw PAs and interns, tracked artist labor, prepared assets for compositing, managed story, lipsync and retakes organization.

**FINALSPACE | ShadowMachine**  
Shipment Coordinator | 6/17 - 10/17

- Coordinated shipments to Jamfilled, a Canadian animation studio.
- Built Leadsheet, corresponded with Jamfilled, tracked an average of 350 unique assets per episode, served as final QC, built first season pipeline.

**F IS FOR FAMILY | ShadowMachine**  
Production Assistant | 6/16 - 10/16

- Assisted the Production Coordinator managing the Story department.
- Notated Thumb and Board reviews, facilitated time sheets, developed workflow between Storyboards and Editorial, ran crew lunches.