

ABOUT

ASIFA was founded in 1960 in Annecy, France by a group of international animators to increase world-wide visibility of animated film. ASIFA's membership includes animation professionals and fans from more than 50 countries.

ASIFA-East, based in New York City, is the Northeast chapter. We host screenings, workshops, and panel discussions on all things animation, and our film festival, which debuted in 1969, is the oldest animation-only festival in the US.

BOARD MEMBERS

President & International Representative: Douglas Vitarelli,
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Secretary: Liz Van Verth, secretaryasifaeast@gmail.com

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Festival Co-Chair: David Eisman

Technology Manager: Emily Compton, asifaeast.webmgr@gmail.com

Board Member: Josué Agustin Advincola

Board Member: Christi Bertelsen

Board Member: Ryan Castrillo

Board Member: Robby Gilbert

Board Member: Ray Kosarin

Board Member: Candy Kugel

Board Member: Bill Lorenzo

Board Member: Ronan Madden

Board Member: Hugo Segal



SOCIALS

<https://asifaeast.com>

https://www.instagram.com/asifa_east

<https://www.facebook.com/asifaeast>

@asifa-east.bsky.social

<https://twitter.com/ASIFAEast>

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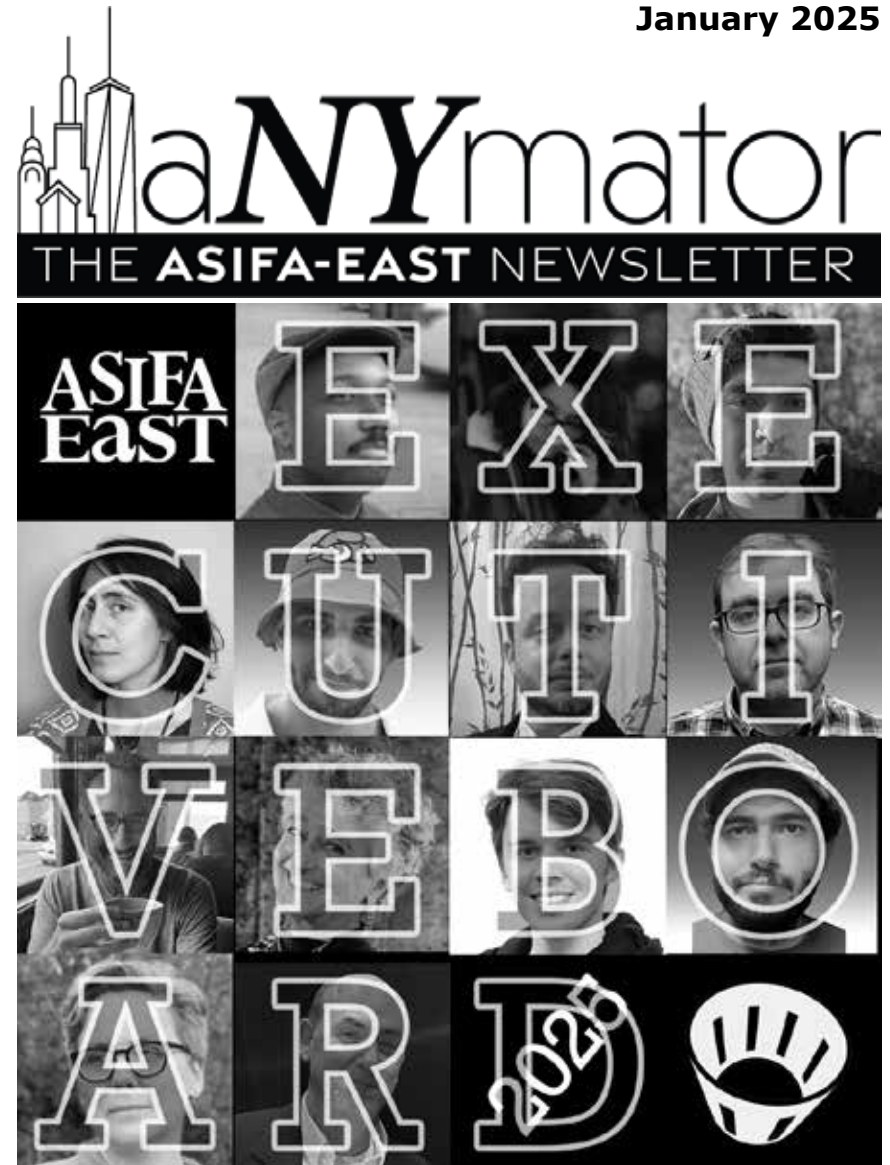


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PRESIDENT'S MESSAGE

I've been president for a year now so this is as good a time as any to look back and forward.

Since last January we've resumed our very popular figure drawing sessions with the help of Titmouse, created NYC Animation Weekend to celebrate International Animation Day with the help of Animation Nights New York, Women In Animation New York and Animation Speak/Easy, revived the *aNYmator* in a digital printable format and hosted our 54th annual animation festival.

There was also the post-COVID outreach program to raise awareness to the students in northeast schools with animation programs. That led to an amusing back and forth with ASIFA-South on whose territory encompasses Maryland. I assumed it's in ours, since it's north of DC, but they claim it's in theirs because it's below the Mason-Dixon Line. At the moment we're sharing it.

The results of all this, along with our first in-person events in three years and promoting events by other organizations, have been strengthened our ties to our indie, commercial, educational and cultural communities and increased membership by 45%. We also have new members on our Executive Board and this issue will feature both old and new volunteers. Unfortunately we're missing Robby Gilbert and Bill Lorenzo.

Personally, I can't say enough good things about the people who come together once a month and their invaluable contributions to keep us running. Along with them, other members who, although not on the board, contribute with their institutional knowledge and advice, make this job a pleasure.

Since the goals set last January have been met, I'm happy to announce that ASIFA-East is in a good place. Moving forward we have some ideas on how to continue the past year's successes and will keep you abreast of our progress.

As always, I look forward to seeing you at one or many of the animation events in our region this year.

Doug

DOUGLAS VITARELLI

President and International Representative

At this point you've probably read enough from and about me (but if you haven't, head over to our socials to check out my bio) that I'm not going to bore you again with the details. Instead, here are a few non-animation fun facts we can use to break up the next awkward pause in a future conversation:

After a 25+ year career as an animator and professor, I'm now a middle school teacher.

Married for 28 years with two sons.

The only team I faithfully root for is the Boston Red Sox.

My favorite drink is the Negroni.

Every Christmas Eve I cook a lot of fish.

My team, The Bocce Connection, are the Manhattan borough 2024 NYC Parks and Rec Bocce Tournament champions.

Grew up in New England.

Was a member of the Park Slope Food Coop for over 20 years.



LIZ VAN VERTH

Secretary

Buffalo native Liz Van Verth received her BFA in Illustration from Syracuse University and moved to the shining city of New York with her dreams in her pocket. Very soon after arriving in the big city, she landed in network graphics at NBC. Starting off as a still graphic artist for *Nightly News*, she worked her way up to 3D animator for *Dateline*. Much of her work in New York includes reenactment and medical animation as well as freelance illustration and design.

After receiving her MFA in Digital Arts at Pratt Institute, Liz relocated and taught full time for five years at Kansas City Art Institute in Kansas City, Missouri. In 2012, she moved back to her hometown of Buffalo for the position of Executive Director at a small, non-profit, fine arts studio. From 2014-2019, Liz returned to academia as Program Coordinator and established a successful new Animation Program at Niagara County Community College.

Currently Liz is teaching full time at Kutztown University. She recently completed a 2D animated short, *Alice*, and is working on a new short that will integrate 2D and 3D techniques.



JOSUÉ AGUSTIN ADVINCOLA

Board Member

Born and raised in the South Bronx, Josué has always had an avid love for art, film, and animation. At a young age, you could find him glued to the television screen watching Saturday morning cartoons, watching shows such as *Dexter's Laboratory*, *Tenchi Muyo!*, *Gundam Wings*, *Dragon Ball Z* and a ton of Hannah Barbera classics.

Fast forward to 2015, Josué had graduated from Hostos Community with an Associates in Digital and Animation. There he was able to further hone both his artistic and storytelling skills. During his academic years at Hostos, he had produced two animated short films under the guidance of Andy London and Debra Solomon. His 2017 short film *I've Been Thinking* made its television debut on BronxNet. His 2018 short film *Fetch* was screened at the MONSTRA Lisbon Animation Festival.

Josué's first studio experience began at The Productive Studios, working alongside Susan Godfrey and Christi Bertelsen. As he continued his academic career, Josué aimed to further develop his skills in animation. While pursuing his Bachelor's in 2020, Josué interned at Pig Apple LLC. There he did visual effects work for Netflix's *Emily in Paris*, HBO Max's *Search Party*, Hulu's *Life & Beth*, *Sesame Street* and more.

Josué is currently a board member of ASIFA-East and teaches animation at Hostos Community College and Borough of Manhattan Community College. In addition to his teaching, Josué is currently pursuing his MFA in Digital Media at Lehman college. He hopes to continue to create animated shorts and is actively working on his animated web series titled *Work Buddies*.

You can check out his work here:

[instagram.com/josues_vault](https://www.instagram.com/josues_vault)

[linkedin.com/in/josueadvincola](https://www.linkedin.com/in/josueadvincola)



RONAN MADDEN

Board Member

Ronan Madden is a 2D animator and motion designer based in New York City, with a passion for crafting visually engaging stories. A graduate of Pratt Institute with a BFA in Digital Arts - 2D Animation, Ronan honed his skills in traditional animation, compositing, and storyboarding, blending technical expertise with a unique creative vision.

His journey in the arts began at LaGuardia High School for the Arts where he developed a strong foundation in visual and performing arts. This early exposure to diverse creative disciplines laid the groundwork for a career in animation. Inspired by the dynamic energy of NYC and the evolving world of design, Ronan strives to bring characters and ideas to life with motion, color, and emotion.

Ronan's experience includes working for twice-Oscar nominated Bill Plympton, and working as a freelance animator for social media influencers, having his work seen by millions online. Whether it's exploring the whimsical side character animation or creating highly technical motion graphics, he enjoys the opportunity to connect with viewers through the screen.

In addition to his professional work, Ronan is someone who values community and is an active volunteer in the NYC animation scene. Through ASIFA East he organizes live drawing events which foster camaraderie within animation and design communities. He is excited to pursue a career that bridges people together, aiming to leave a lasting impact in the industry.

When not animating, Ronan can often be found sketching in local coffee shops, exploring NYC's animation scene, or delving into creative side projects that fuel their imagination.

His work can be found online at the following links:

ronanmaddenportfolio.com

Instagram: [@ramunderscoresart](https://www.instagram.com/ramunderscoresart)



HUGO SEGAL

Board Member

Since last February, I have grown acquainted with ASIFA-East and its tight-knit, inclusive community of artists. As a recent member of the chapter's board, my responsibilities include (but are not limited to) developing a special interactive project currently in the works, sharing exclusive event coverage on social media, initiating an open dialogue between ASIFA and its closely affiliated institutions, and occasionally proofreading the odd *aNYmator* issue.

I am fortunate to have been appointed a Board Member during my ongoing transition from undergrad to life beyond the educational ecosystem. In a post-pandemic climate, I strive to broaden my social horizons by seizing as many networking opportunities as possible. This past fall's edition of the Ottawa International Animation Festival, my first trip outside of the United States in five years, was an example of that goal. In addition to being a volunteer around the festival's office and merchandising shop, I struck up brief conversations with several representatives of Canada's most prominent independent animation studios, namely Floating Island Entertainment CEO Michael Hirsh.

Visual mediums like animation and film provide alternative modes of communication and self-expression, thus bridging a gap between me and my social milieu. Were it not for early exposure to the meticulously crafted world of stop-motion puppetry (i.e. *Wallace & Gromit*, *The Nightmare Before Christmas* [1993], *Chicken Run* [2000], and the ilk) subsequent collaborative efforts with children who were roughly around my age or a bit older, or even the figure drawing portraits I create nowadays, I wouldn't be the creatively open-minded individual I am today.



CHRISTI BERTELSEN

Board Member

Christi Bertelsen is a multidisciplinary artist specializing in 2D traditional animation with explorations in live-action film and street art. She has worked as an animator, storyboard artist, animatic editor, and animation director on various for advertising campaigns and cartoon series.

Her award-winning personal animated films *Ark City* and *Late* have been showcased on PBS (Channel 13) and with the Smithsonian National Museum of the American Indian. Shaped by her identity as Native, queer, and a xennial, Christi blends playful surrealism with emotional depth across her creative endeavors. She is driven by curiosity, playfulness, and a DIY ethos.

Christi has been an ASIFA-East board member since 2015 and has contribute design to projects within the organization: the current ASIFA-East logo, the 50th anniversary signal film, postcards, and award certificates, as well as DJ for some ASIFA-East post holiday parties.

Christi teaches in the School of Visual Arts' BFA Animation and MFA Computer Arts Departments, where she is currently developing her live-action graduate thesis film *Two Socks* for the SVA Master's in Film Directing Program.

Website: www.Bertelsen.nyc
Instagram: [@christi.bertelsen](https://www.instagram.com/christi.bertelsen)
Linkedin: [ChristiBertelsen](https://www.linkedin.com/company/ChristiBertelsen)



RYAN CASTRILLO

Board Member

Ryan Castrillo is a multimedia animator and artist based in the NY area. Currently between his influx of manga/photo collage, and mixed media videos, he has just wrapped on animating his 4th short film, *Dork*.

His three previous films have each been shown at the judging screenings for the ASIFA-East Festival, Geeky Punk in 2022, Corazon in 2023, and last year with Chase. In his own words, Ryan has said the film is a full circle moment: “The film will serve both as a retelling of my first film but also going against the grain as an experimental love story taking all the skills I’ve learnt up to this point”.

Ryan uses a mixture of live action footage, motion graphics, and rotoscoping to create a unique style. Much of his inspiration comes from punk music, Japanese anime, and graffiti. Since 2022, Ryan has been animating and making abstract art across his social media platforms. For him it started as a way of coping with the pandemic but turned into an artistic pursuit, showcasing a medley of original characters. His video content, however, only came about more in the last year or so. “A friend of mine turned me onto Da Vinci Resolve, it’s such a versatile software”.

His videos as well as his artwork verge on MTV era and gritty urbanism. Still Ryan is one of the up-and-coming animators to keep an eye on. And while he continues to put out both artwork and video content you can find Ryan’s work on IG, Tiktok, and BlueSky: [@rye.toasty](https://www.instagram.com/rye.toasty)



EMILY COMPTON

Technology Manager and Treasurer

Emily Compton is a 3D artist with a background in film and animation, who has spent most of her career in independent game development. She has lent her skills to numerous projects, including *Guns of Icarus Online*, “*Colossal Cave Adventures*,” and *Hiveswap* and has worked as a storyboard artist and cinematic animator for Muse Games, What Pumpkin Studios, and Windy Games, among others.

Emily lives in Queens with her partner Rym and their bunny, Mugi—and when she’s not in the middle of some crazy art project, she enjoys doing Japanese translation, writing fiction, gaming, running, hiking, and biking all around the city.



CANDY KUGEL

Board Member

Candy Kugel, a longtime voting member of both AMPAS and the TV Academy, began her career at Perpetual Motion Pictures in the early 1970s.

Candy is very active in the independent film community, including her involvement with ASIFA. She’s made over a dozen award-winning independent shorts collected at MoMA’s Film Archives. After she completed *I, Candy* it premiered at New York Museum of Modern Art on April 23, 2018 - An Evening with Candy Kugel.

Candy is well known for creating the animation for the original two MTV *Top of the Hour* IDs (planting the MTV flag on the moon!) and the *I Want my MTV* national campaigns. Through Buzzco Associates, she has created TV programming, educational films & ads - most notably *Talking About Sex for Planned Parenthood* (Annecy Cristal), and WGBH’s *z* (Emmy). *It’s Still Me!* a 17-minute DVD, became a valuable resource about aphasia. Kugel acted as Executive Producer and developed *Angela’s Christmas*, a half-hour TV special which ran on December 1988, for the Irish animation studio, Brown Bag.

Her latest film, *Market of Hate* premiered at Woodstock in October 2024 and was nominated for Best Animated Short.



RAY KOSARIN

Board Member

Ray Kosarin is an animator, director, producer, animation historian and college educator.

He is director and/or supervising director of a half-dozen television series produced in Europe and the US, including *The World of Tosh*, *Daria*, and *Beavis and Butt-Head*. His films and TV shows have been presented in multiple international festivals including Annecy, Zagreb, Hiroshima, Anima-Mundi, SICAF, and CICAFF.

Kosarin writes and edits on animation history and production with articles in such publications as *Animation Magazine*, *Backstage*, *ANYmator*, and the international *ASIFA Magazine*, and is co-editor of Giannalberto Bendazzi's vital and comprehensive, three-volume *Animation: A World History*.

He has served over two decades on the ASIFA-East executive board and on the ASIFA International Board from 2003-17 as international representative, writer-editor, and treasurer.

Kosarin currently divides his time between LA and New York, as animation timer on the Fox primetime show *Family Guy*, and instructor in animation history and production at School of Visual Arts and Tisch School of the Arts at New York University.



DAVID EISMAN

Festival Co-Chair

David Eisman is an independent animation editor and timer, as well as a special education teacher based in New York City. His journey through animation began when he moved to Los Angeles for college; there, he interned at Frederator Studios in Burbank as a development assistant, helping to analyze and generate pitch bibles for potential shows. In addition to development, David trained in x-sheet timing and animatic editing under Sylvia Edwards and Larry Huber.

While at Frederator, David met Steve Worth, the director of Animation Resources (www.animationresources.org), a 501(c)(3) non-profit educational foundation and archive dedicated to the preservation and restoration of animation history. Inspired by the organization's mission, David became an active volunteer and was eventually asked by Steve Worth to join the board as Director of Publications. In this capacity, David oversaw outreach initiatives and publishing efforts while contributing articles on animation history and theory to Animation Resources' bi-monthly reference packs.

In 2022, David returned to New York City to pursue a career in special education. He continues to produce independent animations with his creative partner, Marcus McGuire, through their studio Stonefish Animation.

To expand Animation Resources' outreach efforts, David reached out to ASIFA-East to foster collaboration between the two organizations. Currently, he is co-chairing this year's ASIFA-East Film Festival.

David and Marcus's Stonefish Animation work can be viewed on their website www.stonefishanimation.com or their YouTube channel [@stonefishanimation](https://www.youtube.com/@stonefishanimation).



TRISTIAN GOIK

Festival Co-Chair

Tristian K. Goik is an independent animator, motion graphics editor, and cartoonist. He grew up in New York City and graduated from the NYU Tisch School of the Arts, where he studied film and animation.

Tristian has worked at the news agency Thomson Reuters, celebrity news show *Page Six TV*, Showtime's *Our Cartoon President*, and Emmy-nominated *Stephen Colbert Presents: Tooning Out the News* in animation, motion graphics, and video. Tristian loves to attend drink-and-draw sessions across the city, has been featured in markets at Club Cumming, Brooklyn Queer Flea, and Doable Guys, et al, and has been a guest artist at "Picture This!" an animated comedy show. He is currently animating an autobiographical experimental film, one frame-by-frame hand-drawn loop at a time. Tristian is looking for the next big thing, while working part-time at Bleacher Report's sports cartoon *GridIron Heights*.

Outside of animating, Tristian volunteers in film festival programming. He is the Film Festival Co-Chair of ASIFA-East, and was president of ASIFA-East from 2019-2023. Tristian has curated five years of ASIFA-East's LGBT Pride show *Queer Animation: From A to Z*. He has moderated animation panels at Animation Nights New York, the Animation First Festival at LAlliance New York, and FlameCon, NY's largest LGBT comic convention. Tristian loves to write for ASIFA-East's animation blog, and has been published in the ASIFA Magazine.



EMMETT GOODMAN

Social Media Director

Emmett Goodman is an animation-based artist, writer, independent animator/filmmaker, and instructor. Born in Chicago and raised in Cleveland, Emmett attended Pratt Institute in Brooklyn, New York, studying film and animation. He has worked in 2D animation for studios such as Augenblick, Cartuna, ideaMachine, and Ace & Son Moving Picture Company. Emmett later went on to earn his MFA in Computer Arts from the School of Visual Arts, adding 3D animation to his resume.

Independently, Emmett has created short-form media for a variety of clients, such as Kerry Coddett's web series, *The Coddett Project*, and music-based projects. His collaboration with writer John Meyer, *The Magical Mystery of Musigny*, played in multiple festivals and won Best Story at the Los Angeles Animation Festival. Throughout 2023, Emmett took on the unusual task of animating one second every day of the year (not the first to do so, it should be mentioned). He has since posted these short segments on [Youtube](#), [Instagram](#) and [TikTok](#). His animated short film, [Last Year...](#), was completed in May 2024.

Emmett has volunteered with ASIFA-East for years. In 2024, Emmett was promoted to Social Media Director, managing ASIFA-East's social media presence. He has written articles on animation culture for the organization, and has been published in *ASIFA Magazine*.

Currently, Emmett teaches 2D animation and Digital Art at Pratt Institute, among other places in the Tri-State area. He remains passionate about animation and film, and is always looking forward to the next project. His work can be found on emmettgoodman.com.

