

Merritt Andrews was born and raised in Salisbury, Maryland. She always wanted to be an artist.

That goal led her to study at Ringling College of Art and Design, a private art and design school in Sarasota, Florida. Although illustration was her major, Andrews became interested in digital animation.

Andrews interned with Walt Disney Feature Animation Florida after she graduated from Ringling College in 1992. Disney hired her full-time six months later. She worked for Disney more than ten years, working on several animated features: The Lion King, Pocahontas, Mulan, Tarzan, Lilo and Stitch and Brother Bear.

Walt Disney Feature Animation Florida closed its doors in March 2004. But Andrews worked with her fellow Disney alums at Project Firefly Animation Studio, and also at Cecropia.

Cecropia, Inc. is a game and interactive entertainment developer, and has its animation and production studio in Orlando, Florida. The studio created the artwork and animation for the company's 'interactive films', the first of which was completed and released in 2005.

In 2008, Universal Creative invited her to join its core team. She assisted with recruiting artists, creating and editing presentations, and brought imagination to life with the magic of Photoshop.

Universal Creative headquartered in Orlando, Florida, designs, develops, and delivers themed attractions, rides, resorts, and parks globally for Universal Parks & Resorts, a division of NBCUniversal, a division of Comcast.