



CG Character Animator

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Objectives

To create life and personality in characters, continually challenging and improving my knowledge and practical skills as an animator.

To collaborate in creative team projects where I can gain and share a further understanding of character and story telling.

I am also a dedicated and practising amateur photographer.

I am currently based in Leamington Spa, UK but am willing to relocate if necessary.

Work Experience

Blitz Games Studio, UK www.blitzgamesstudios.com

May 2008 – Current (Permanent)

Junior Animator

- Working on multiple cross platform, cross-generation titles with multiple internal teams.
- Responsible for character animation and occasional misc tasks.
- Working in collaboration with a team and under senior / supervising animator and project managers.
- Undergoing internal training opportunities where available.

Revolution Software Ltd, UK www.revolution.co.uk

July 2007 – May 2008 (Freelance)

- Supervisor of a team of four artists for the duration of the project.
- Worked on new multi-platform game title with leading global publisher attached, release estimate: Q3 2008.
- Responsible For: Team Management and Supervision, Client Liaison, Character Animation, Character Setup, Pre-Visualisation, Cinematic Animation, Video Compositing / Editing, some Play Testing.

Multiple Part Time Freelance Jobs During University

February 2006 – May 2007

- Supervisor of teams as large as 5 for project durations.
- Responsible For: Client Liaison, Creative Direction, Animatics, Rigging, Character Animation, Compositing, Directing VFX Shoot.

Education

February - April 2007: Keith Lango - www.keithlango.com

Animation Personal Trainer Program

- Spent 8 weeks being personally tutored by professional animator Keith Lango ('The Ant Bully'), focused on improving my character animation skills through exercises and feedback videos / conversations.

2003 - 2007: University Of Bradford, UK

BSc Hons Computer Animation and Special Effects (2.1)

- Combination of creative and technical modules based on the entire spectrum of tasks involved in digital content creation with a focus on animation, effects and some film making.

2001 - 2003: Hanson Sixth Form College, UK (Relevant Only)

A' Level: Media Studies

References

Jason Theaker, Animation Teacher
University Of Bradford

- Available On Request

Charles Cecil
MD, Revolution Software

- Available On Request

Software Experience

5+ Years:

Autodesk Maya
Adobe Photoshop
Adobe Premiere
Adobe After Effects
Windows OS

Basic:

Newtek Lightwave
Softimage XSI
Adobe Encore
Adobe Dreamweaver
Mac OS