

Experience

Nvizage: Previz/Animator

March 2008 – April 2008

Project: Prince of Persia: Sands of Time

Accomplishments:

Block the position of characters selected camera angles and plotting camera moves.

Moving Picture Company: Layout TD

August 2007 – March 2008

Accomplishments:

Staging shot and plotting the action that will take place within each scene.

Also setting up basic rigs for the layout department.

Project: The Chronicles of Narnia: Prince Caspian

Uli Meyer Studio: TD Generalist

January 2007- August 2007

Projects: Raid, Honey Stars

Accomplishments:

Modelled, textured, animated and lit scenes.

Framestore CFC: Animator

April 2006 - January 2007

Project: Underdog

Accomplishments:

Animating CG dog in action based sequences.

Bermuda Shorts Previz/Animator

March 2006 - April 2006

Project: Chicago 10

Accomplishments:

Pre-visualization and modelling courtroom for Chicago 7 documentary

Thing One : TD Generalist
October 2005 –January 2006

Project: Winterthur

Accomplishments:

Animated, modelled, textured and lit scenes.

Passion Pictures: Previz/Animator

August 2005 – September 2005

Project: Vodafone & Gorillaz “Dirty Harry”

Accomplishments:

Vodafone: Animated mayfly for pre-visualization

Gorillaz: Tracked and animated props and characters for the “Dirty Harry” Video

Locomotion Digital Facilities/ Dusseldorf : TD Generalist

July 2005- August 2005

Project: Mobile phone O2

Accomplishments:

Modelled, textured and lit scenes.

Golden Square Post Production: TD Generalist

June 2005- July 2005

Project: Sky

Accomplishments:

Modelled, textured, animated and lit scenes.

Uli Meyer Studio: TD Generalist

April 2005- May 2005

Projects: RAID

Accomplishments:

Modelled, textured and lit scenes.

Golden Square Post Production: TD Generalist

February 2005 to April 2005

Projects: Pier1, Nike

Accomplishments:

Modelled, textured and animated fish for the Pier1. Modelled and textured most of the foreground elements in the Nike ad.

The Hive 3D: TD Generalist

February 2005

Projects: BBC "CBEEBIES"

Accomplishments:

Modelled and animated the Cbeebies texts.

Uli Meyer Studio: TD Generalist

January 2005 February 2005

Projects: Raid

Accomplishments:

Modelled and animated 3D props plus set up and tracked live action scenes for 2d characters as well as some particle effects.

Smoke and Mirrors: TD Generalist

September 2004 January 2005

Projects: Sci-fi Channel indent

Accomplishments:

Animated many characters and rig up and modelled the angel's wings.

Espresso Animation: Leading Character Animator

April 2002 July 2004:

Projects: Kellogg Frosties, Coco Pops, Heads you Lose

Accomplishments:

Supervised on commercial, modelled animated, textured etc...

Animated short Heads you Lose.

Mill Film: FX Animator

January 2002 to March 2002:

Projects: K19

Accomplishments:

Mainly worked with particles for underwater sequences in Maya and Lightwave.

Slave Studios & Passion Pictures: Character Animator

March 2001-to-January2002:

Projects: Spheriks 26xhalf hour episodes

Accomplishments:

Animated many characters for the Spheriks 26xhalf hour episodes.

Mill Film: Junior Animator

August 2000 March 2001:

Projects: Pluto Nash

Accomplishments:

Textured, Lighted, Rendered and Animated environments and objects.

Passion Pictures: Runner/Junior Animator

July1998-2000:

Projects: Wonka Chocolate, Spheriks (Pilot),

Birmingham Midshires

Accomplishments:

Modelled and animated various projects

Learned the principles of working in Production house.

Padded Cell: Junior Animator

September1997-March1998

Project: Jelly Beans

Accomplishments:

Designed, modelled and set up characters for pilot.

Education & Qualifications

PG Certificate in Professional Studies in Art and Design (Animation)

1999 London Animation Studio

Central Saint Martins College of Art & Design.

Bachelor of Arts Degree in Animation

1994-97 Farnham College of Art & Design.

Software Maya (expert), Lightwave (expert), XSI (proficient), After Effects (proficient), Photoshop (expert).

References Available Upon Request.