

SUMMARY

I am an animator with over 5 years production experience in both television and game development. My experience ranges from working as a freelancer in small studios to my time in game development where I worked within a team of 100 people and was responsible for the core animation sets on the two main characters. I have a strong knowledge of XSI and 3D studio Max as well as a solid understanding of Maya's animation toolset. I hold a Bachelors Degree in Animation as well as holding a current working permit for Germany and the UK.

PROFESSIONAL HISTORY

PASOZEBRA PRODUCCIONES Feb 2010 - April 2010

Danone Actimel Television Commercials
Freelance Animator

- Animated the 3D characters for two advertisements.

DANCING SQUIRREL July 2009 - Nov 2009

A Lost and Found Box of Human Sensation (Short Film)
Freelance Animator

- Animated several scenes on the film all of which involve a realistic approach to the acting.

ELECTRONIC ARTS / PANDEMIC STUDIOS Jan 2005 - Jan 2009

Saboteur Sep 2008 – Jan 2009
Cinematic Designer/Animator

- Travelled to Los Angeles to create, enhance and integrate in game cinematics into the engine.
- Responsible for camera layout within XSI and export for full functionality in game.
- Motion capture cleanup
- In-game animation and animation cleanup

Unannounced Title Sep 2006 – Aug 2008
Animator

- Responsible for creating realistic animation for the lead character's Core Gameplay Mechanics including running, jumping and climbing as well as the key villain's locomotion and melee sets.
- Researched animation requirements and documented key character points to focus on and gathered reference material to create pose breakdowns and digital model sheets.
- Carried out facial and full body animation tests for the cinematics and worked closely with the technical animator to help refine the character rigs.
- Collaborate with programmers, designers and other artists to implement animation successfully into the engine.

PROFESSIONAL HISTORY (cont'd)

Destroy All Humans 2
Animator

July 2005 – Aug 2006

- Animated enemy ninja NPC characters and freelove dance mechanic.
- Created custom animations for in-game cinematics.
- Collaborated with the layout department to produce the cinematics efficiently as well as help them problem solve issues brought upon by script or design changes.

Destroy All Humans
Animator

Jan 2005 – May 2005

- Created custom animations for in-game cinematics.
- Collaborated with the layout department to produce the cinematics efficiently as well as help them problem solve issues brought upon by script or design changes.

FUZZY EYES STUDIOS

May 2004 – Jan 2005

HotDogs HotGals
Animator

- Created various NPC character animations.

COMBINE / PIXELFRAME

July 2004 – Sep 2004

I-Bot (Short Film)
Animator

- Character animation for the film which opened the International Battle of Talent at Dreamworld's Big Brother Studios.

NICOMOTIVE DESIGN

Aug 2004 - Oct 2007

Freelance 3D Artist

- Modeling and animation of 3d logos, presentations and product visualizations.
- Conducted meetings to establish the client's expectations and give accurate time and cost estimates.

EDUCATION

- BA Animation (2004)
Queensland College of Art,
Griffith Film School, Brisbane, Australia
- Graduated with the Griffith Award for Academic Excellence
- Andrew Gordon Animation Masterclass - 2007
- Ed Hooks 'Acting for Animators' workshop - 2005
- Sprachbörse German Language School - 2010

ADDITIONAL SKILLS

Software

- Softimage XSI
- 3D Studio Max
- Maya
- CAT
- Character Studio
- Anime Studio Pro
- Adobe After Effects
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe Dreamweaver
- Adobe InDesign
- Perforce

Languages

- English (Native language)
- German (Basic - Intermediate)

REFEREES AVAILABLE UPON REQUEST