

Profile

Character set-up specialist, with 10 years combined experience in film, television and games. Has a strong artistic and mathematical background. Experienced in character modelling, texturing, rigging, animation, and tool development. Enjoys finding creative solutions in a collaborative, professional environment. Aims to continue to produce high quality work, and to maintain development of his technical and creative skills.

Work History

LEAD CHARACTER TECHNICAL DIRECTOR

The Moving Picture Company – Dec. 2007 to date

Facial rigging, creature rigging, pipeline tools, and rigging supervision on *Harry Potter and The Half Blood Prince*. Developing Maya API plug-ins, Python, MEL and LUA scripts.

CHARACTER TECHNICAL DIRECTOR

The Moving Picture Company – Nov. 2006 – Dec. 2007

Rigging digital doubles and custom creature rigs. Scripting rigging and pipeline tools and plug-ins using MEL, Python, LUA and C++. *10,000 BC, Fred Claus, Chronicles of Narnia: Prince Caspian*.

CHARACTER MODELLING & RIGGING

Blue Zoo – ‘Those Scurvy Rascals’ – Feb. 2006 – Sep. 2006

Modelled rigged and textured cartoon-style characters and props for children’s TV animation, a series pilot, and a CBBC ad campaign. Created MEL scripts to aid rigging and modelling.

LEAD ANIMATOR

Razorworks – ‘Ford Racing’ – PC, PS2, Xbox. Apr. 2004 – Feb. 2006

Storyboarded, animated and edited company logo sequence. Directed two motion capture sessions and edited footage in Motionbuilder. Creative and technical direction of animated intro sequence for Ford Street Racing. Developed Maya scripts and plug-ins to streamline character modelling and animation tasks: facial muscle tools and a lipsync animation system. Modelled, textured and rigged high-resolution characters using Zbrush and Maya.

CHARACTER ANIMATOR

Sick Puppies – ‘Ghost Master’ - PC. Jan. 2001 - May 2003, R&D - May 2003 – Mar. 2004

Realistic human animation: walks, runs, idles, talks and interactions. Animated loops and dialogue for ghosts and monsters on a variety of rigs. Technical direction of in-house game promo: rigging, animating, rendering, compositing and editing. XSI workflow tools for animation, exports and rendering.

CHARACTER MODELLING & RIGGING

Sick Puppies – ‘Ghost Master’ - PC. Jan. 2001 – Dec. 2002

Modelled, textured and rigged human and fantasy characters.

LEAD ARTIST

Empire Interactive – ‘Pipemania 3D’ - Playstation. Aug. 1999 – Jan. 2001

Designed and modelled characters, environments and menus. Storyboarded, animated and edited in-game movies. Managed artists and liased with programmers.

WORK EXPERIENCE

Empire Interactive – ‘Golf Pro 1 & 2’ – PC. July 1998 – Aug. 1999

Realistic environment creation: modelling, texturing, lighting, particle animation effects and green-screen compositing.

Other Achievements

VISITING LECTURER

University Of Derby: School Of Art and Design – April. 2009

Inspirational talk for students studying BA (Hons) Computer Games Modelling and Animation. Covering practical experiences in computer games, television and visual effects, with advice on getting the most from opportunities during education and recommendations on areas for extra curricular study.

BRITISH COMPUTING SOCIETY AWARD

University Of Teesside – Nov. 1999

Awarded for the dissertation, 'An Investigation Into Distributed Ray Tracing' - a ray tracing engine, written in C, with an OpenGL front-end. Support for Softimage scenes, antialiasing, motion-blur, stochastic lighting models and depth-of-field effects.

Education & Training

Nov. 2006 & April 2009 – *Artistic Anatomy, Escape Studios, London*

Studying under Scott Eaton, in-depth human anatomy and structure for digital sculpting

Aug. 2006 - *Life Drawing Summer Class, Islington Arts Factory, London*

A weeklong intensive drawing class, covering short poses, movement and sculpture studies.

Dec. 2003 - *3December Event, The Bridge, London SE1*

"Advanced Character Pipelines and Tools", "Image Based Lighting/Mental Ray Custom Shaders", "Rigging a Character's Face For Animation".

Oct. 2003 - *Oxford Film & Video Makers, 54 Catherine St, Oxford, OX4 3AH*

Macromedia Flash Animation course.

Sept. 2002 - May 2003. - *Oxford College of Further Education, Oxpens Road, Oxford*

Life Drawing evening classes.

Jan. - Mar. 2000 - *Oxford Film & Video Makers, 54 Catherine St, Oxford, OX4 3AH*

GNVQ 16mm film making course.

Jan. 2001 - *University of Teesside, Middlesbrough, TS1 3BA*

Ed Hooks' Masterclass "Acting For Animators", Cosgrove Hall Masterclass "Writing For Animation".

Sept. 1995 - May 1999 - *University of Teesside, Middlesbrough, TS1 3BA*

BSc. (Hons) Visualisation, First Class.

3D animation, storyboarding, computer graphics, graphical mathematics, C/C++/OpenGL graphics programming on IRIX & PC.

Hobbies & Interests

- Enjoys contemporary, classic and experimental cinema.
- A fan of live music, attends gigs and festivals.
- Snowboarding and circuit training for fitness.
- Personal projects including anatomy study, programming and animation.
- Member of the Association of Computer Machinery (ACM) and SIGGRAPH.