

Animator !

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Summary

- 4 years experience, 2 published titles and 1 announced title
- Experienced in producing animation, motion capture, rigging, and scripting
- Worked with IK, ragdoll, and motion capture direction

Experience

Aug 2011 - Oct 2011 (2 months)

Temporary Animator, [Frontier Developments](#) Cambridge, United Kingdom

- [Kinect Disneyland Adventures](#) - Character Animation

Feb 2010 - May 2011 (1 year, 3 months)

Animator, Creative Assembly ([Sega Studios Australia](#)) Brisbane, Australia

- [London 2012 Olympic Games](#) - Character Animation, Havok Behavior

Feb 2007 - Sep 2009 (2 years, 8 months)

Animator, [Red Tribe](#) Melbourne, Australia

- [Space Chimps](#) - Character Animation, Rigging, Optimisation
- [Looney Tunes: Acme Arsenal](#) - Character Animation, Rigging, Effects, Optimisation
- Unannounced Licenced game - Character Animation
- Unannounced Original IP - Character Animation

Before 2007

- 2006 : [Queensland University of Technology](#) - Tutor for Animation and Motion Graphics
- 2005 : [WebXpress](#) - Contract Flash developer for various design and interactive projects
- 2004 : [Qantm](#) - Animation tutor

Education

- Bachelor of Fine Arts (Specialising in Animation) graduated with First Class Honors, [QUT](#)
- Diploma of Screen (Animation), [Qantm](#)

Software and Skills

3d studio max	★★★	Havok Behavior	★★	Photoshop	★
Maya	★★★	Unity	★★	After Effects	★
Motion builder	★★★	Scripting	★★	Flash	★

★★★ highly proficient

★★ good understanding

★ some experience

References available on request.