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Seeking a position such as an:

ANIMATOR

Utilizing the following accomplishments and experience:

Bachelor of Digital Media - University of New South Wales, the College of Fine Arts

Key Courses:

3D Modelling & Animation, Digital Video, Digital Composite, Multimedia Authoring, Sound Media, Digital Studio, Professional Practice, Digital Theory & Aesthetics, Screen Culture

Surroundead

ICinema Studio Undergraduate Special Projects

Project Team Member:

Game design and Animation Lead ...Created a Multiplayer FPS Zombie Survival game for UNSW's AVIE ICINEMA Rig in tight time constraints. A pioneering example of future gaming technology, co-ordinated a small team to successfully create a highly detailed game for a 360 degree stereoscopic immersive interactive visualisation environment with motion and shape tracking systems and a multi-channel audio system.

Created a variety of animation cycles to depict the movement of hordes of 'zombies' that attacked the player characters from all sides. Created detailed 3D 360 degree environments that up to twenty people could literally "walk into" simultaneously to become immediately immersed in the game. Supervised the creation of all materials to be appropriate for a game engine running upwards of 40fps and their conversion into the 3DVIA VIRTTOOLS Environment.

ANIMATION SOFTWARE EXPERIENCE

MAYA 2011 SOFTWARE – Knowledge of the proper use and handling of Maya animation tools and implementation techniques for animation principles.

Crowd Simulation Cycling & Looping - Understanding of crowd cycle repetition to simulate background animation.

Background Character Development – Understanding of creating characters in 3D space involving modeling procedures and creating motions, gestures and expressions for characters and objects.

Visual Animation Errors Identification & Fixes – Offering experience with visually assessing and reviewing rendered animation for motion blur pops, eye line adjustment, cloth adjustment, lip sync, reanimation and polish techniques.

Storyboarding, Set layouts & Direction Techniques – Possessing self taught story-telling and direction techniques to incorporate a realistic feel including movements, motions, and exaggerated character actions.

Understanding of Physical Motion, Weight, Balance, Texture & Form – Offering an eagerness to improve taught skills, coupled with an extensive appetite for acquiring knowledge via from animation principles and additional resources.

ADDITIONAL SOFTWARE: Final Cut Pro, Adobe Photoshop & Illustrator, Autodesk Mudbox & Autodesk Motion Builder, Adobe AfterEffects.

Employment:

2008-2010: Employed in a Variety of Roles by TELSTRA BIGPOND & SALMAT SALESFORCE.

Positions Included:

- Deployment Support Officer (1 year)- Supervisory role for troubleshooting technical errors with the roll-out of a new billing & client management support system across all Telstra & Foxtel services. Co-ordinated with Team Leaders in the largest corporate IT transformation in the southern hemisphere.
- Trainer (8 Months) - Responsible for the care & month long technical training for new staff to Telstra Bigpond including system support, revision and update of training materials & business principles and strategies.

- Weekend Systems lead (6 months) - Responsible for the technical running of IT infrastructure and workforce management over weekends.
- Back of House (8 months) - technical role of case-based client management for programming errors with the creation of new broadband connections for Business & Residential Customers.
- Customer Service Representative - Billing & Activations support for a variety of Telstra Services.

2007-2010: Self Employed as a performer in a physical theatre & pyrotechnics environment.

- Currently the elected President of CIRCUSOC, the UNSW based circus society and the largest on campus weekly club.
 - Performing at & co-ordinating gigs for a large range of corporate and individual functions.
 - Performances involving physical theatre, acrobatics, acrobalance & fire performance & circus.
 - Have performed for companies such as Firetrybe
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References:

Steve Weymoth - COFA Digital Media Lecture

Currently away on Sabbatical in the UK

Justin Harwood - Telstra Bigpond

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