

CURRICULUM VITAE

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Versatile in several disciplines from motion graphics to 3D and VFX, from conception and ideation, through to full end-to-end delivery I have developed a 360-degree understanding at every stage in the studio pipeline. I have the ambition, passion and dedication to work for a company that challenges me to be best in my field.

RELEVANT WORK HISTORY

September 2020 - Present: CG Asset Lead, Dublin.

- Eureka (60x11) a children's TV show for Disney Jr. Working in close partnership with the CG Supervisor, taking on a lot of their responsibilities, troubleshooting a plethora of technical issues, and managing our internal team and 2 overseas studios.
- Collaborating with the Show Leads, Episodic Directors and Art Directors to develop assets to meet their specific requirements from script and concept, through to final rendered animation at all facets of the pipeline.
- Lead on an internal project that is being used as a pipeline test bed for using the Unreal Engine to develop a show and for wider company adoption.

May 2019 - August 2020: CG Environment and Lighting Artist, Jam Media, Belfast.

- Modelling, texturing, look dev, lighting and rendering many of the key environments/shots for Jessy & Nessy (40x11), a children's TV show for Amazon.
- Troubleshooting all manner of technical issues.

February 2018 - April 2019: Freelance 3D Artist and Motion Graphic Designer.

- Work Partner at DRP on projects for Lloyds Bank/Royal Bank of Scotland, EE/BT and Prudential.

February 2017 - November 2017: Asset Builder, The Third Floor, London.

- Creating all kinds of fully rigged characters/creatures/props/vehicles/environments to meet different pipeline needs for Previz, Postviz, VR and VFX.
- Part of a two person VR team on Game of Thrones (Season 8) working directly with Directors, DOPs, the Art Department, Previz and VFX to visualise key locations to accurate specification with CG set extensions.
- Motion Graphics asset/animation work on a sting for Cadbury's.
- Loaned to help at Framestore for a few months as a 3D modeller on Paddington 2 in VFX.

Film/TV Credits: Game of Thrones (Season 8 - 2018/9), Paddington 2 (2017), Fantastic Beasts 2 (2018), Mission Impossible 6 (2018), Mary Poppins (2018), Dumbo (2018), The Terror (2018), Airpocalypse (2018).

May 2013 - March 2016: Motion Designer, Broken Antler, Thame.

- Full range of channels utilised - across digital, broadcast and advertising, with sectors ranging from entertainment and healthcare, through to automotive, sports and the arts.
- Actively involved in all stages of the pipeline from troubleshooting initial ideas to fully realised shots.
- In charge of 3D development and establishing an effective pipeline within the company.
- Worked as an Assistant Director and VFX supervisor on several shoots.

SOFTWARE

Maya	Zbrush	After Effects
Unreal Engine	Houdini	Photoshop
Substance Painter	Python	Arnold
Substance Designer	Mari	Redshift
Cinema 4D	Nuke	V-Ray

RELEVANT EDUCATION & CERTIFICATIONS

July-August 2021: Summer of Unreal, Escape Studios.

April-June 2020: Python for VFX and Animation in Maya, CG Master Academy.

2011-2012: MA Digital Animation, Sound and Visual Media with Distinction, Teesside University.

2007-2010: BA Hons Animation, International Film School of Wales, Newport University.

2005-2007: Triple Distinction - ND Graphic Design, Oxford and Cherwell Valley College.