

PROFESSIONAL SUMMARY

Specialising in cinematic experiences and believable motion, my ambition is to immerse audiences and tell stories. I enjoy studying how things move and providing solutions to accurately animate assets. I have been animating for 5 years both academically and professionally, in games and movies.

Work Experience

Staffordshire University

Lecturer Animation and Motion Capture (Part-time)
2013 – Present

I teach 3D Animation and Motion Capture at an undergraduate level. Over my 4 years lecturing I have been a leader on 4 modules which has required me to create content, manage classes, set assignments and work to deadlines. I am currently researching and documenting a Hyper Reality project, which merges Motion Capture and Virtual Reality.

The 12th City

Animation & Motion Capture Technician, 2014

The 12th City was a VFX project from a German University. This required me to deliver character animation that was composited into video footage. I was responsible for the technical direction of the Motion Capture shoot as well as cleaning the data for use in film.

Sheringham Studios

Animation & Motion Capture Technician, 2013

Sheringham Studios approached me to help create a pre visualization for a kids fitness show on GMTV. I was responsible for capturing and cleaning the data from my own low-budget Motion Capture system. I was also responsible for cloth simulation and rendering.

Ludorum Studios

Animation & Motion Capture Technician, 2011 - 2012

Ludorum Studios were an independent video game developer who approached me to research and develop a low-cost animation pipeline for their in-game characters. I was also responsible for hand animating all of the weapons in the game.

Software

Maya
MotionBuilder
3ds Max
Adobe CC
UE4
Vicon Blade
Ipi Soft
FaceShift

Skills

Animation
Motion Capture and data clean up
Facial Capture
Character Rigging
Simulation and dynamics
Cinematography
Video Editing

Education

Computer Games Design

First Class (BEng) Hons
Staffordshire University, 2009 – 2013

Personal Skills

Strong time management and problem solving skills
Great communication and teaching ability
Keen eye for quality
Able to work under pressure
Will always dedicate time to polishing a product
Quick to pick up new software and concepts

Hobbies and Other Achievements

Enjoy playing video games and films
Play the guitar and record original material
Nominated for a Proud to be Staffs award for Lecturing
Semi-Finalist in the Make Something Unreal competition

References

David Edwards. Award Leader BA(Hons) Games Art
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