



## ABOUT

I am a Character Animator who always strives to produce quality work and is always keen to continue learning and growing as an Animator and Artist. I also possess 3D Generalist and Design skills such as Modelling, Sculpting, Rigging, Texturing and Games Design.

## EDUCATION

### **Animation Mentor**

January 2016 – June 2016  
San Francisco, USA  
Creature & Animals Masterclass  
Mentored by Disney & Sony Imageworks Animators

### **Animation Mentor**

September 2013 – June 2015  
San Francisco, USA  
Diploma in Advanced 3D Character Animation  
Mentored by Disney, Industrial Light & Magic, Reel FX and Dreamworks Animators

### **Staffordshire University**

September 2004 – June 2007  
Stafford, United Kingdom  
BSc (Hons) Degree in Computer Games Design with Computer Programming

### **Computeach International**

September 2002 – September 2004  
Dudley, United Kingdom  
Sun Certified Java Programmer and Website Designer

## WORK EXPERIENCE

### **Virtual 3D Solutions**

May 2017 – Present  
Solihull, United Kingdom  
Animator and 3D Generalist for Virtual Reality

### **Fuzzy Frog**

July 2016 – May 2017  
Nottingham, United Kingdom  
Animator for Mobile Games & Virtual Reality

### **Cairo Cartoon**

May 2016 – July 2016  
Cairo, Egypt  
3D Generalist & Animator for TV show

### **App Generation**

August 2012 – April 2013  
Leamington Spa, United Kingdom  
Games Design / Level Design / Generalist

### **Jimmy Mole**

April 2013 – Present  
Birmingham, United Kingdom  
Freelance Animator, 3D Generalist and Mobile Games Designer / Publisher

## SOFTWARE

Maya  
ZBrush  
Photoshop  
Illustrator  
Lightwave  
Modo  
Unity  
Tiled  
Flipbook  
Flash  
Corona  
Java

## CREDITS

### **Games:**

The Peterson Case  
Nyjah Huston  
Barcelona  
Doodle Jump 2  
Quest of Legends  
Word Demon,  
Dibba & Dabba  
PopWatch!

### **Films:**

Trollbridge

### **TV Shows:**

Bakkar

**\*Written and/or verbal References are available on request**

