

CV

Nivigae July 2018-Present Senior Previs Artist

Double Negative Lead Layout Artists Jun 2017 - July 2018

Projects: Pacific Rim 2 (Senior Layout Artist)

Venom (Senior Layout Artist)

Black Panther (Lead Layout Artists)

Fantastic Beasts: The Crimes of Grindelwald (Lead Layout Artists)

Industrial Light and Magic Senior Layout Artist Nov 2016 - May 2017

Projects: Read player one

Animal Logic, Senior Layout Artist, Feb 2016 - Oct 2016

Projects: Lego Batman Movie

Moving Picture Company, Layout Artist, Feb 2014 - Dec 2015

Projects: Jungle Book, Fast and Furious Ride, Exodus, Guardians of the Galaxy

EA (Criterion Games), Senior Cinematic Artist, Apr 2012 - Jan 2014

Projects: NFS Rivals, Most Wanted Need For Speed

The Third Floor, Previs/Animator, Jan to Mar 2012

Accomplishments: Worked on pitches for an un-announced project

Moving Picture Company, Layout Artist, May 2008 to Oct 2011

Projects: John Carter; Harry Potter and the Deathly Hallows: Part 2; The Chronicles of Narnia: The Voyage of the Dawn Treader; Harry Potter and the Deathly Hallows: Part 1; Clash of the Titans; The Wolfman; G.I. Joe: The Rise of Cobra; Dorian Gray; Night at the Museum 2; Prince of Persia: Sands of Time; Watchmen

Additional experience

Nvizage, Previs/Animator, Mar - Apr 2008

Moving Picture Company, Layout Artist, Aug 2007 - Mar 2008

Uli Meyer Studio, Generalist, Jan - Aug 2007 and Jan - May 2005

Framestore, Animator, Apr 2006 - Jan 2007

Bermuda Shorts, Previs/Animator, Mar - Apr 2006

Thing One, Generalist, Oct 2005 – Jan 2006

Passion Pictures, Previz/Animator, Aug – Sep 2005

Locomotion Digital Facilities, Generalist, Jul – Aug 2005

Golden Square Post Production, Generalist, Feb – Jul 2005

Smoke and Mirrors, TD Generalist, Sep 2004 – Jan 2005

Espresso Animation, Leading Character Animator, Apr 2002 – Jul 2004

Mill Film, FX Animator, Jan 2002 – Mar 2002 and Junior Animator, Aug 2000 – Mar 2001

Slave Studios & Passion Pictures, Character Animator, Mar 2001 – Jan 2002

Qualification

PG Certificate in Professional Studies in Art and Design: Animation (1999), London
Animation Studio, Central Saint Martin's College of Art and Design _____

Bachelor of Arts Degree in Animation (1994-97), Farnham College of Art and Design _____

Software

Maya (expert) Nuke (proficient) After Effects (proficient)

Photoshop (expert) Zbrush (proficient)