

FREDERICK IYELA

CHARACTER & CREATURE ANIMATOR

fbiyela@live.com • +234-909-4791612 • frederickiyela.com • [linkedin.com/in/frederickiyela](https://www.linkedin.com/in/frederickiyela)
Abuja, FCT, Nigeria

- Over 2 years professional experience as an animator, creating both realistic and stylized animations.
 - Experience animating for games, knowledge of game development workflow, and an avid gamer for over 20 years.
 - Experience with motion capture data, game engines, rigging, skinning, and modelling.
 - Studio experience animating for TV, and a thorough understanding of animation pipelines.
 - Excellent written and verbal communication skills, time management skills and interpersonal skills.
 - Keen eye for detail; proactive and self-motivated learner; and creative and analytic problem-solver.
 - Trained in the Japanese martial art style called Budo Taijutsu.
 - Knowledge of the Marvel Universe.
-

SKILLS

PRIMARY

Character and Creature Animation • Facial Animation • Motion Capture Data Cleanup • State Machines
Studio and Remote Collaboration

SECONDARY

Rigging • Modelling • Scripting

SOFTWARE

Maya • 3ds Max • MotionBuilder • Unreal Engine • Unity • Shotgun • After Effects • Premier

OPERATING SYSTEMS

Windows • Linux • Mac OSX

LANGUAGES

English (*Native Speaker*) • Japanese (*Limited Working Proficiency*) • French (*Elementary Proficiency*)

EXPERIENCE

CENTRE FOR COMMUNICATION AND SOCIAL IMPACT, Abuja, Nigeria

May 2018 – Sep 2018

Animator | *Project: Upright for Nigeria*

- Delivered facial and character animations for a series of short stories.
- Responsible for animation direction.

VIRTUAL BASEMENT LLC, Concord NH, USA [Telecommute]

Sep 2017 – Jan 2018

Animator | *Project: To Be Announced (Game Project)*

- Created bipedal, quadrupedal and aerial creature gameplay animations.
- Seamlessly collaborated with other animators, riggers and designers to ensure final quality of animations.

WORLDLY COMICS ENTERTAINMENT, Flint MI, USA [Telecommute]

Mar 2017 - Sep 2017

Freelance Animator | *Project: Fall of Enchantment*

- Planned, blocked, refined and polished creature and character animations and performances.
- Collaborated with other artists - animators, riggers, etc - from around the world on the Artella platform.
- Reported to the client/director to ensure effective development of animations.

BRIDGE CROSS GAMES, Manchester, UK [Telecommute]

Sep 2016 - Mar 2017

Freelance Animator | *Project: Blight (Independent Game Project)*

- Planned, blocked, refined and polished game character animations and cycles.

EXPERIENCE (cont'd)

- RAINMAKER STUDIOS (formerly RAINMAKER ENTERTAINMENT)**, Vancouver BC, Canada **Feb 2016 - Jun 2016**
Junior Animator | Project: Bob the Builder (Season 2)
- Delivered facial and body animations for various human and vehicular characters on schedule.
 - Worked closely with the client and the animation director to plan and implement animations and fixes.
 - Collaborated with other teams to assist in fixing animations to meet client's expectations.

EDUCATION

- FANSHAWE COLLEGE**, London ON, Canada **Sep 2012 - Apr 2013**
3D Animation and Character Design (Postgraduate Certificate)
- ALGONQUIN COLLEGE**, Ottawa ON, Canada **Jan 2012 - Aug 2012**
Interactive Multimedia Design (Honours List) (Postgraduate Certificate)
- OXFORD BROOKES UNIVERSITY**, Oxford, UK **Sep 2005 - Dec 2009**
BSc (Hons) Software Engineering