

Colin Morrison – CV - 2019

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The Hague,
The Netherlands

<http://colin-morrison.com/>

Experience

RELEASED GAMES:

1. Eliminator – PSX, PC
2. Muppets monster adventure – PSX
3. Obi Wan Adventure - GBA
4. Stuart Little 2 – PSX (All characters models, textures and animation)
5. Cat in the Hat – PS2, Xbox (Characters models, textures and animation)
6. Stuart Little 3 - PS2 (Characters models, textures and animation)
7. Crazy Golf: World Tour - PS2 – (Contract: Character model, texture & animation)
8. EverQuest: Omens of War - PS2 – (Contract: animation)
9. Starship Troopers – PS2 – (Contract: animation)
10. L.A. Rush – PS2, XBOX – (Contract: Character model & textures)
11. BUZZ: the Big Quiz – PS2 – (Contract: Character model, texture & animation)
12. BUZZ Kids: Jungle Party – PS2 – (Contract: Character model, texture & animation)
13. Space Chimps – DS – (Contract: Character model, texture & animation)
14. Shrek: Ogres & Dronkeys – DS – (Contract: Character model, texture & animation)
15. LIT – Wiiware – (Contract: Character model, texture & animation)
16. Frantic – Online (Contract: 3D environment & characters, texture)
17. Planet Work - PC/IPAD (Serious Games, Contract: Character model, texture & animation)
18. EU customs - Thinking Worlds - PC/IPAD (Serious Games, Contract: Character model, texture & animation)
19. Aragorn's Quest - Headstrong (Kuju London) - PS3, Wii. (Contract: Character concept design)
20. Galactic Taz Ball - (Contract: Character model, texture) – NDS
21. Nike Kinect Training - Xbox 360 (Contract: Motion capture cleanup)
22. Mars1001 – Planetarium Film – (Contract Animator)
23. Simulation Crew – PC – Art and production Consultation
24. Glowing Gloves – Mobile AR Game – Sweden – (Contract: Animator)

25. Unannounced AR MMO Game – Mobile Sweden – (Contract: Animator)

SOFTWARE:

- 3DStudio Max 2018 (modeling & animation expert)
- Maya 2019 (modeling & animation expert)
- Zbrush 2018 (good knowledge)
- Character Studio (expert)
- Adobe Photoshop CS (expert)
- Substance Painter (experience)
- Motionbuilder 2019 (Cleanup/retargeting and animation expert)
- 'Ascension' Motionstar (Motion capture Hardware)
- 'Xsens' MVN motion capture suite.
- Vicon MX system

EMPLOYMENT HISTORY

Freelance Artist/Art Director/Animator

Sept 2018 – Present

The Hague, The Netherlands

Contract Art Direction, Character Concept Artist & Animator

- In-house Contract/Remote freelance
- Tasked with creating Character motioncapture cleanup, hand animation,
- Coordinated with Art directors, Leads and designers in creating the visual style of the game characters.
- Platforms: DS, PSP, PS2, PC, Wii, Wiiware, Online.

NHTV University – IGAD

May 2009 – September 2018 (9 years 4 months)

Breda Area, Netherlands

Lecturer Visual Arts

- Creating and delivering course material. Including training material, arranging mentor sessions and workshops.
- Mentoring and supervising of Projectlab (Game prototype creation course), Internships & Graduation phases.
- Teaching Character concepting, sculpting, modelling creation and animation.

Freelance/Art Director/Contract

Oct 2005 – May 2011 (5 years 7 months)

The Hague, The Netherlands

Contract Art Direction, Character Concept Artist & Animator

- In-house Contract/Remote freelance
- Tasked with creating Character Concept, Model, Texturing and Animation of characters for Sumo Digital, Relentless Software, Miniclip, Wayforward Technologies and more.
- Coordinated with Art directors, Leads and designers in creating the visual style of the game characters.
- Platforms: DS, PSP, PS2, PC, Wii, Wiiware, Online.

Moji Moji designs

October 2006 – May 2009 (2 years 7 months)

Bradford, United Kingdom

Owner & Art Director

- Licensed Nintendo DS & Wii Developer.
- Developed original IP for DS & PC. Iphone, Ipad development.

Magenta Software Ltd

November 2003 – October 2005 (1 years 11 months)

Liverpool, UK

Senior Character Artist / Animator

- Responsible for character creation, Including
- 2D concept design
- Low and High in-game Polygon Character modeling & Texturing
- Rigging & Animation

R8 Games

September 2003 – November 2003

Leeds, UK

Senior Artist / Animator

- Responsible for scheduling and maintaining artist workload.
- Responsible for all aspects of character creation, Including
- 2D concept design
- Low and High in-game Polygon Character modeling & Texturing
- Rigging & Animation

NB: R8 Games closed it's doors in October 2003

Magenta Software Ltd

October 2001 – September 2003

Liverpool, UK

Lead Character Artist / Animator

- Responsible for all aspects of character creation, Including
- 2D concept design
- Low and High in-game Polygon Character modeling & Texturing
- Rigging & Animation

Sony Entertainment Ltd

June 2001 - August 2001

Leeds, UK

Cutscene Character Artist / Animator

- Responsible for 3D aspects of character creation, Including
- Low and High in-game & cut-scene Polygon Character modelling & texturing
- Rigging & Animation

NB: Sony Games Leeds closed its doors in August 2001

Rage Games Ltd

October 2000 – May 2001

Leeds, UK

Lead Character Artist / Animator

- Responsible for scheduling and maintaining artist workload.
- Responsible for all aspects of character creation, Including
- 2D concept design
- Low and High in-game Polygon Character modelling & Texturing
- Rigging & Animation

NB: Rage Games Leeds relocated to Sheffield in May 2001, I did not desire to relocate

Mobius Entertainment Ltd

February 2000 – October 2000

Leeds, UK

Character Artist / Animator

- Responsible for all aspects of character creation
- 2D concept design
- Low and High in-game Polygon Character modelling & Texturing
- Rigging & Animation

- Application of motion capture data to in game characters.
- Motion Capture engineer: responsible for all aspects of motion capture process.
- Including suiting actors (including myself) mapping out actions, capturing data in its clearest cleanest form for use in game,
- exporting/filtering all captured data to character studio 3 for use on in-game models.

Magenta Software Ltd

March 1997 – February 2000

Liverpool, UK

Lead Character Artist / Animator

- Responsible for scheduling and maintaining artist workloads.
- Responsible for all aspects of character creation, Including
- 2D concept design
- Low and High in-game Polygon Character modelling & Texturing
- Rigging & Animation

Skills and achievements

Education

1994 – 1997

Ballyfermott Senior College Dublin, Ireland

DAP: Diploma in Classical Animation Production

1989 – 1994

St. Patrick's Technical School Naas, Ireland

Irish Leaving Certificate

2015 - 2019

Portsmouth University Portsmouth, UK

MASTERS in progress

Interests

Whilst employed in the gaming industry and Education I have gained clear understanding of communication, planning, conceptual, production and post-production work. I would consider myself an asset to any development team. As an educator, I have developed my eye for accurately weighing artist ability to the development necessary in advancing the students skillset.

I am hard working, hold great pride in the work I produce and am constantly looking to further my skills. Although I have greatly enjoyed working in a team environment, I am also able to work well autonomously.

References

Professional referee

Paul Johnson
Managing Director
Magenta Software, Liverpool, UK
+44 151 7091669
Employer while at Magenta Software

Ronny Franken
Visual Arts Coordinator
NHTV International game architecture and design,
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Manager at the NHTV (Current employer)