

# Colin Morrison

The Hague, The Netherlands

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## FREELANCE ART DIRECTOR & ANIMATOR

A self-motivated creative professional with a strong solid background in video game art production, having worked at major companies including Sony Entertainment, Sumo Digital, Kuju, Miniclip, and Relentless. Personable and able to provide mentorship, leadership, and cross-functional collaboration. Strong organisational skills and attention to detail. Versatile and autonomous; able to work individually or in a team environment.

### Core Competencies

- Art Direction
- Project Planning
- Graphic & Motion Design
- Planning & Conceptual Design
- Character Animation
- Character Creation
- Post-Production
- Game Art Creation
- Interaction Design
- Project Management
- 3D Environment Design
- Employee Management & Mentorship

## CREATIVE CONTRIBUTIONS

Contract Character Animator – Otherworld Heroes (Mobile AR)	Bublar, Closed Beta Release 2019
Contract Character Animator - Glowing Gloves (Mobile AR)	Bublar, 2018
Contract Character Animator - Mars1001 – (Planetarium Film)	Mirage3D, 2018
Art & Production Consultant, Simulation Crew (PC)	Simulation Crew, 2018
Contract Character Artist/Animator - Nike Kinect Training (Xbox 360)	Microsoft Games Studio, 2012
Contract Character Artist/Animator - Aragorn's Quest – Headstrong (PS3, Wii)	Warner Brothers, 2010
Contract Character Artist/Animator - Galactic Taz Ball (NDS)	Warner Brothers, 2010
Contract Character Artist/Animator - LIT – (Nintendo Wiiware)	Wayforward technologies, 2009
Contract Character Artist/Animator - Frantic – (Online Browser)	Miniclip, 2009
Contract Character Artist/Animator - Planet Work - PC/IPAD	Caspian learning, 2009
Contract Character Artist/Animator - EU Customs Thinking Worlds (PC/IPAD)	Caspian learning, 2009
Contract Character Artist/Animator - Space Chimps – (DS)	Wayforward technologies, 2008
Contract Character Artist/Animator - Shrek: Ogres & Donkeys – (DS)	Wayforward technologies, 2007
Contract Character Animator - BUZZ: the Big Quiz – (PS2)	Relentless Software, 2006
Contract Character Artist/Animator - BUZZ Kids: Jungle Party – (PS2)	Sony Entertainment, 2006
Contract Character Artist/Animator – L.A. Rush (PS2, XBOX)	Midway, 2005
Contract Character Animator - Starship Troopers (PS2)	Empire Interactive, 2005
Contract Character Artist/Animator - EverQuest: Omens of War (PS2)	Sony Online Entertainment, 2005

## EARLY CAREER CONTRIBUTIONS

Contract Character Artist/Animator - Crazy Golf: World Tour (PS2)	Liquid Games
Senior Character Artist/Animator - Stuart Little 3 (PS2)	Magenta Software
Senior Character Artist/Animator - Cat in the Hat (PS2, Xbox)	Magenta Software
Lead Character Artist/Animator - Stuart Little 2 (PSX)	Magenta Software
Sprite Character Animator - Obi Wan Adventure (GBA)	THQ
Lead Character Artist/Animator - Muppets monster adventure (PSX)	Magenta Software
Character Artist/Animator - Eliminator (PSX, PC)	Sony Entertainment

Continued...

## PROFESSIONAL EXPERIENCE

### **Freelance Art Director/Animator** (9/2018 to Present)

Work as an in-house contractor and remote freelancer providing art direction, character concepts, and animation in collaboration with other Art Directors, Leads, and Designers. Create characters, clean up motion capture, and perform hand animation. Work on platforms including DS, PSP, PS2, PC, Wii, Wiiware, Mobile and online.

### **Visual Arts Lecturer**, NHTV University, Netherlands (5/2009 to 9/2018)

Project learning environment, Created and presented course material in character concepting, sculpting, asset creation, and animation. Mentored and supervised year specific teams in game prototyping. Arranged workshops and mentoring sessions.

### **Freelance Art Director** (10/2005 to 5/2011)

Created character art and animation for clients including Sumo Digital, Relentless Software, Miniclip, Wayforward Technologies. Worked on DS, PSP, PS2, PC, Wii, Wiiware, and online platforms. Collaborated with Art Directors, Leads, and Designers.

### **Owner & Art Director**, Moji Moji Designs, Bradford, UK (10/2006 to 5/2009)

Developed original content for DS, PC, iPhone, and iPad. Licensed Nintendo DS and Wii developer.

### **Senior Character Artist/Animator**, Magenta Software Ltd., Liverpool, UK (11/2003 to 10/2005)

Created characters including 2D concept design, in-game character modeling and texturing, rigging and animation.

### **Art Director/Animator**, R8 Games, Leeds, UK (9/2003 to 11/2003)

Scheduling and planning artists workload. Discussing and approval of resources. Additionally responsible for character creation and animation.

## EARLY EXPERIENCE

### **Lead Character Artist/Animator**

Magenta Software Ltd., Liverpool, UK

### **Cutscene Character Artist/Animator**

Sony Entertainment Ltd., Leeds, UK

### **Lead Character Artist/Animator**

Rage Games Ltd., Leeds, UK

### **Character Artist/Animator**

Mobius Entertainment Ltd., Leeds, UK

### **Lead Character Artist/Animator**

Magenta Software Ltd., Liverpool, UK

## EDUCATION

### **Master of Arts, in progress – estimated 2019**

Portsmouth University, UK

### **Diploma, Classical Animation Production**

Ballyfermott Senior College, Dublin, Ireland

## TECHNICAL PROFICIENCIES

3DStudio Max 2018, Maya 2019, Zbrush 2019, Character Studio, Adobe Photoshop CS, Substance Painter, Motionbuilder 2019, 'Ascension' Motionstar, 'Xsens' MVN, Vicon MX system