

Colin Morrison



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Summary

I'm passionate about working with diverse cross-functional teams to deliver exceptional creative products. I have 12 years of Game Development experience and 9 years University Lecturing.

Experienced 3D Character Artist and Animator, Motion Capture cleanup, Character Concept Artist also having worked as an Art Director and Rigger. Working in Maya, 3DsMax, Motionbuilder, Substance Painter, Unity3D and more.

I have worked for Sony entertainment, Kuju and Sumo Digital, Most recently creating all character Rigging and Animation for three Mobile AR games. Motion capture cleanup for a Cinematic Planetarium Movie.

Below you can find my most relevant work experience, My linkedin profile has a full list of experience.

Experience



Art Director/Animator

Freelance

Sep 2018 - Present (2 years 6 months +)

Working as Lead Character Artist and Animator on two MobileAR games and Motion Capture cleanup on a third in collaboration with the Art Director. Motion Capture cleanup

CREATIVE CONTRIBUTIONS:

- » Contract Character Animator – Hello Kitty Kawaii World (Mobile AR), Bublax
- » Character Artist & Animator - OtherWorld Heroes (Mobile AR), Bublax
- » Character Artist & Animator - Glowing Gloves (Mobile AR), Bublax
- » Motion Capture Cleanup - Mars1001 – (Planetarium Film), Mirage3D
- » Art & Production Consultant, Simulation Crew (PC), Simulation Crew



Visual Arts Lecturer

NHTV Breda University of Applied Sciences

Jun 2009 - Sep 2018 (9 years 4 months)

Project based teaching, mentoring and supervising Game Development Students, Internship and Graduation students

Created and presented course material in Character Concepting, Sculpting, Modelling and Character animation.



Freelance Art Director

Freelance

Sep 2005 - Jun 2011 (5 years 10 months)

Created Character Concepts, Models 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.

CREATIVE CONTRIBUTIONS:

- » Character Artist/Animator - Nike Kinect Training (Xbox 360), Microsoft Games Studio
- » Character Artist/Animator - Aragorn's Quest – Headstrong (PS3, Wii), Warner Brothers
- » Character Artist/Animator - Galactic Taz Ball (NDS), Warner Brothers
- » Character Artist/Animator - LIT – (Nintendo Wiiware), Wayforward technologies
- » Contract Character Artist/Animator - Planet Work - PC/IPAD, Caspian learning
- » Character Artist/Animator - EU Customs Thinking Worlds (PC/IPAD), Caspian learning
- » Character Artist/Animator - Space Chimps – (DS), Wayforward technologies
- » Contract Character Artist/Animator - BUZZ Kids: Jungle Party – (PS2), Sony Entertainment
- » Character Artist/Animator – L.A. Rush (PS2, XBOX), Midway
- » Character Animator - Starship Troopers (PS2), Empire Interactive
- » Contract Character Artist/Animator - EverQuest: Omens of War (PS2), Sony Online Entertainment



Owner & Art Director

Moji Moji Designs

Oct 2006 - May 2009 (2 years 8 months)

Licensed Nintendo DS & Wii Developer.

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



Senior Character Artist/Animator

Magenta Software

Nov 2003 - Aug 2005 (1 year 10 months)

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

CREATIVE CONTRIBUTIONS:

- » Senior Character Artist/Animator - Stuart Little 3 (PS2), Magenta Software, 2005
- » Senior Character Artist/Animator - Cat in the Hat (PS2, Xbox), Magenta Software, 2003

Education



Ballyfermot senior college

animation, layout, character design and production

1994 - 1997



St. Patrick's College Drumcondra

Leaving certificate

1989 - 1994

Skills

- Art Direction • Character Animation • Animation • Texturing • Traditional Animation • 3D Modeling • Concept Design • Modeling • Motion Capture