

## summary

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17 years experience across 2D and 3D as Animator, Supervisor or Animation Director for Film, Series and TVC.

Passionate and detail oriented leader, with a strong ability to provide quality on time.

Clear and honest communicator, creating ideas and inspiring teams to deliver appealing and consistent visual entertainment.

Guest speaker at UTS Animal Logic Academy, Billy Blue College and Masters of Motion events.

Life long commitment to professional development through animation master classes, improvisation acting courses, online training and webinars, life drawing classes and studying animation books.

## skills

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8 years - Maya animation  
1 year - 3Ds Max animation  
2 years - 2D animation  
7 years - Shotgun Studio and RV  
3 years - Adobe Flash, Photoshop,  
Premier, Illustrator, and  
After Effects.

## education

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### Animation Mentor

Diploma in Character Animation  
Sep 2011 – Mar 2013  
*Mentors from DreamWorks, BlueSky,  
Walt Disney and Reel FX*

## experience

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### CG Animation Director

#### ***Flying Bark, Sydney, Jan 2021 - Present***

**FriendZspace** - 52 x 11 minute series - Discovery Kids, ABC

**100% Wolf 2** - 26 x 22 minute series - Netflix, ABC. AEAFF 2023 - GOLD

**What If?** - Marvel / Disney+ season 3

- Successfully lead up to 6 overseas animation studios, reviewing from 50 - 100 shots per day, providing dynamic direction to create endearing, entertaining and emotionally rich performances.
- Strategically optimised rigs; delivered detailed live, video and written briefs and reviews with draw-overs, acting and reference; trained and inspired animators to produce a rarely seen level of quality for series work.
- Senior Animator on various pitch projects, films and series between Animation Directing roles. Handling complex shots at 12 seconds per week output.

### CG Character, Creature and Previs Animator

#### ***Framestore, London, Jan 2019 - Jan 2021***

**Detective Pikachu** - Annie Awards 2020 - Outstanding Achievement in Animation

**His Dark Materials** - BAFTA 2020 - Special, Visual and Graphic Effects, Winner

**The Little Mermaid**

- Developed engaging character performances and cinematic cameras for Disney's upcoming re-imagined classic The Little Mermaid.
- Created film quality, realistic creature performances on His Dark Materials, season 1 and 2, in additions to more stylised, yet realistic characters for the Pokemon film.

### CG Animation Supervisor

#### ***Beyond International, Sydney, Jan 2017 - Jun 2018***

**Motown Magic** - 52 x 11 minute series - Netflix

- Collaborated with the Episodic Director and Show Runner, overseeing all modelling, rigging, layout, and animation, guiding and mentoring the animation team by providing training materials, briefs, detailed reviews, key expression poses and animation to achieved compelling character performances and camera moves.
- Developed faster, more animator friendly rigs through regular guidance, testing and checking.
- Sourced reference material and worked with a cultural acting coach providing nuanced performances according to storyboards and voice acting.

## experience cont.

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### CG and 2D Animation Director

#### ***Cheeky Little Media, Sydney, Dec 2015 - Dec 2016***

**Kazoops!** - 72 x 6 minute series - Netflix, ABC, CBeebies  
AEAF Awards 2016 - Best Children's TV Series, Finalist

- Conducted weekly episode briefs to the animation teams and travelled to the studio in Malaysia, leveraging past experience to mentor and train the 2D and 3D animators in best practice, new skill sets and time efficient animating methods.
- Generated and implemented guidelines and principles to ensure the Director and Producers goals of on time and consistent quality were understood and followed by the 2D and CG animation teams.

### CG Character and Creature Animator

#### ***Luma Pictures, Melbourne, Jul 2014 - May 2015***

**Ant-Man** - BAFTA Awards 2016 - Best Achievement in Special VFX, Finalist  
**New Adventures of Figaro Pho** - Netflix - AACTA Awards 2016 - Best Children's TV Series, Finalist

- Enthusiastically sought regular input from Leads and Head of Animation, improving my skills and performances to be as entertaining as possible whilst always delivering work on time, creating the opportunity to quickly progress from series to feature film animation.
- Achieved 35 seconds a week of cartoony character performance, with a strong emphasis on emotional movement, pitched ideas to enhance story that were incorporated into final shots on Figaro Pho series.

### CG Freelance Animator

#### ***Various Studios, May 2013 - Present***

**Short Film, Netflix Series, TV Commercials, Video Games**

### 2D Lead Flash Animator

#### ***OzMotion Pictures, Sydney, Dec 2006 - Jan 2010***

- Partnered with animators from Walt Disney Studios Australia, in a new studio developing DVD films, trailers, and art installations, working as lead animator, providing flash tech support, character building and design, creating backgrounds and visual effects.

### 2D Assistant Animator

#### ***Walt Disney Studios, Sydney, Jun 2004 - Jul 2006***

**Bambi II** - Inbetween of the month  
**Brother Bear II** - Nominated for an achievement award  
**Lily & Stitch II**  
**Cinderella III** - Worked on wrap up crew after studio closure

- Disney instilled a passion for animation through the pursuit of excellence, now brought to all projects worked on!
- Promoted from 6-month paid traineeship to Inbetween Assistant Animator on feature films.
- Attended in-house weekly life drawing classes in addition to delivering weekly quota on time.

## references

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**Available upon request!**