



## MAIN SKILLS

### 3D ANIMATION

- I'm an animator with strong experience in animating with keyframes for characters and creatures.
- I have a keen eye for problems, and applying fast solutions or workarounds, saving time in the long run.
- Have a lot of experience with animation programs such as Maya & Blender & have recently got started working with game engines such as Unity & Unreal 4 / 5.
- My solid work ethic gives me close Attention to detail, whilst still keeping deadlines in mind with a strong drive to improve.
- Independent but can also work as part of a wider team
- Self motivated enough to teach myself Shogun & MotionBuilder to allow me to work with motion capture data. To complement my other useful skills such as rigging and modeling.

## EXPERIENCE

### EDUCATION

- UNIVERSITY OF PORTSMOUTH / SEP 2018 - MAY 2021  
Animation BA (Hons) Grade: 2:1
- NESCOL COLLEGE / SEP 2016 - JUN 2018  
NextGen Level 3 Diploma in Games, Animation and VFX  
Grade: 3 Distinctions

### WORK

- CHARACTER ANIMATOR / DOVETAIL GAMES / 1 YEAR 10 MONTH
  - Making keyframe character and face animations for TSW 2, 3 & 4 as well as Bassmaster fishing based off recorded reference in Maya / Cleaning motion capture data in Maya
  - Retargeting any needed animations to male / female HumanIk / Advanced Skeleton rig using Maya or Unreal Engine 5
  - Liaising with the art director & gameplay team to understand what is needed
  - Implementing animations / dioramas into Unreal Engine 4 and submitting to perforce
  - Making necessary rigs for simple assets such as a newspaper, walking stick etc
  - Fixing any animation bugs assigned to me on JIRA
  - Rigging character a outfit for the legacy rig with help from the character artist
  - Working as part of the character team to improve the overall quality of characters
  - Making additions to the existing state machine & related blueprints with help from people in engineering
- 3D ANIMATOR / CAHOOTIFY / 1 MONTH
  - Creating concept art to support the ideas for adverts & advertising
  - Storyboarding ideas for Idents & adverts
  - Creating concept art to support the ideas & storyboard
  - 3D Modeling, rigging & texturing the mascot in Maya & Blender for the future use cases
  - Making animation tests to see how the character moves

References available on LinkedIn or upon request.



## OLIVER ADDISON ANIMATOR

### ABOUT ME

An animator with 2 years experience in the games industry. I have a wide set of skills. I am very enthusiastic about my work and improving my knowledge and skills. In my free time I enjoy watching and playing games, movies and VR experiences and listening to music & Podcasts.



### ACHIEVEMENTS

BlueZoo Competition Winner 2017

Certified Mental Health First Aider

Nescot NextGen  
Student of The Year 2017

Nescot NextGen  
Best College Animation 2018

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