

# James Edward Roberts - 3D Character Animator

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## PERSONAL PROFILE

A highly dedicated 3d computer animator with a specific interest in performance based character animation. Plenty of initiative and creative problem solving skills. A friendly team player who responds well to artistic direction and is focused on delivering high quality work.

## KEY SKILLS

- Solid grasp of the key animation principles.
- Traditional drawing skills.
- Character animation and lip synchronisation skills.
- Character set-ups and rigging in Softimage XSi.
- Software experience: Softimage XSi, Maya, 3D Studio Max/Character Studio & Lightwave.
- Basic scripting in Vbscript and expressions in Softimage XSi.

## QUALIFICATIONS

- Post Graduate Certificate In 3D Computer Animation
- BA Honours Graphic Design 2-1

## PROFESSIONAL TRAINING

**1998 - 1999 London Animation Studio, Central Saint Martins:** Post Graduate Certificate in Character Animation - 3D Strand. Specialised in performance based character animation.

**1996 - 1997 The Media Forge Training LTD:** Computer Animation and Digital Imaging. Modelled sets for LSD TV project for BBC TV. Trained on Silicon Graphics Indy work station using Alias Wavefront Explore, Kinemation, Lightwave and 3D Studio. Created reel of nurbs character models in Alias Explore.

**1987 - 1990 Leeds Polytechnic, BA Honours Graphic Design (2-1)**  
Main study areas: Animation and Illustration.

**1986 - 1987 Shrewsbury Art College, Foundation Art course (B)**  
Main study area: Visual communication.

## CAREER EXPERIENCE - 3D CHARACTER ANIMATOR

**2010 Completed Pixar's two day Animation and Story Development Masterclass in London.**

**2007 - 2008 Pineapple Squared Entertainment Ltd:** "Adventures On Orsum Island". Cleaned up motion capture data and animated lip synch and facial expressions for characters on episodes 1- 4. Worked to a two shot-a-day requirement and attended daily reviews of rushes.

**2003 - 2007** Designed [www.fantasticanimation.co.uk](http://www.fantasticanimation.co.uk) web site. Created new material for 3D computer animation demo reel and developed personal animation project ideas.

**2002 Rune Craft LTD:** Character animator using 3D Studio Max and Character Studio on; "Fight-box", "Barbie Explorer 2 - Treasures In Time", "Super Bubble Pop", "Monopoly" and "Little Big Feet".

**Three Blind Mice:** Freelance modelling work.

**2001 Art World Animations LTD:** Character animator and modeller using Lightwave 3D. Completed projects for Lego "Jack Stone" and "Harry Potter" FMV sequences. Character animator on "Go for Gold", "Tonka Monster Trucks" and Nintendo games.

**Atomic Arts LTD:** Character animator on 30" TV commercial for Chris De Burgh Greatest Hits Album.

**2000 Optical Image LTD:** Character animator on "Ping" a proposed pre-school children's TV series. Produced 200-250 frames a day using 3D Studio Max and Character Studio.

**1999 Wolverhampton Science Park:** Successfully completed training in 3D Studio Max.

## **EDUCATION**

**1984 - 1986** Shrewsbury College of Arts & Technology.

**2 'A' levels;** Art (**B**) and English Literature (**D**)

**2 'O' levels;** Mathematics (**C**) and French (**E**)

**1979 - 1984** Belvidere Comprehensive School, Shrewsbury.

**8 CSEs;** English Literature (**1**) English Language (**1**) History (**1**) Art (**1**)

French (**2**) Mathematics (**2**) General Science (**2**) Woodwork (**3**).

**2 'O' levels;** English Language (**C**) and Geography (**D**).

## **INTERESTS**

In my leisure time I enjoy countryside walking, playing the guitar and listening to music.

I also enjoy reading, watching films and have recently become a conservation volunteer. I like to keep in touch with life long friends and family.

**References supplied on request.**