

Objectives

- To expand my career in the Animation Industry
- To work with other creative people and produce great, memorable animations
- To take on new challenges with passion and enthusiasm

Personal Details

- Date of Birth: 30 July 1981
- Australian Permanent Resident

Expertise

- 3D animation, especially on character animation (biped, quadruped & winged characters)
- 3D character rigging (Body & Facial)
- Dynamic Character Setup with Maya Cloth and Hair
- 2D animation, Traditional art & conceptualization
- 3D layout and pre visualizing including camera placing
- production workflow, especially for feature films

Software/Tool expertise

- Autodesk Maya
- Softimage | XSI
- Autodesk 3DSMax
- Pixologic Zbrush
- Python Programming
- Mel Programming
- Adobe Flash
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects

Education

2009 Python Programming, TD-College, Remote

2000 - 2003 Bachelor of Arts (Multimedia Design) Curtin University of Technology, Australia

Employment history

- 2009 - present **Technical Animator**
Animal Logic, Sydney, Australia
-Technical Animator on Feature Film "Legend of Guardians"
- 2008 - 2009 **3D Character Animator**
Nezui, Remote
-Character Animator on a short film "Sneeze me away"
www.sneezemeaway.com
- 2008 - 2009 **3D Maya Artist**
Frame Set & Match, Sydney, Australia
-working as a 3d Generalist on various VFX projects
- 2008 **Animator**
Aristocrat Technologies, Sydney, Australia
-3 months contracting for game development

- 2006 – 2007 **3D Character Animator**
Infinite Frameworks Studios, Indonesia
-Character Animator on a theatrical full feature 3D movie “Sing to the Dawn”

Demo Reel

Available at www.stanmation.com

DVD version of demo reel is available upon request

References

Available upon request