

Curriculum Vitae

I have 4+ years industry experience with creative and technical roles. These have included Animation, Rigging, Skinning and Motion Capture using 3ds Max, Maya and more. My aim in my career is to work with elite teams, create quality work, and to develop innovative procedural tools that speed up workflow, to be an asset to others.

Previous experience involves R&D, meeting with clients to discuss specifications, and invitations to big and small studios to help find solutions, work with teams, displaying I can be patient, helpful and friendly. I have become a good clear speaker through giving talks about the areas I have worked within at events and universities.

My initial skillsets after university were for 3D animation, however I have realised in the past two years that I want to do more technical work and have been working towards becoming either a 'Technical Animator' or 'Technical Rigger', by following books and tutorials on how to script.

I am looking for a junior 'Technical Animation' or 'Technical Rigging' role to re-learn from the more experienced and to begin specialising in an area of the field. I enjoy receiving feedback and useful critique from others, it motivates me to learn, and helps me to become a stronger asset to teams.

Through useful feedback from other professionals in the industry 'March 2020', they find my code works and gets jobs done. However I have been advised to learn about how to be 'Pythonic' and to make my code more readable. Following this I will be learning UE4 and most likely C++ to further my knowledge on pipelines and other possible tools.

Past Experience:

- 2019-2020 -> HobGoblin3D (Freelancing Technical Consultant – Designing and developing 3D Plugins)
- 2016-2019 -> Komotion Ltd (Technical Director and Consulting for other studios – Designing, Developing, Dealing with teams and Clients, Consulting, Prototyping, R&D, Game Engine Integration and more)
- 2014-2015 -> Dojo Arcade (Technical Animation Lead –R&D, rigging and animation)
- 2013-2013 -> The Open Project (Animation Lead – Team leader and mentoring others)
- 2012-2016 -> Teesside University, 'Computer Games and Animation', (Bachelor's degree grade 1st)

Skillsets:

- Meeting with clients, studio teams, customers and Mentoring
- Team organisation, identifying strengths and passion for areas of work within others
- Scripting prototype tools (3ds Max and Maya)
- Rigging, Animation, Skinning (3ds Max, Maya)
- Advanced problem solver and innovative thinker
- MAXScript and Python

Past Software:

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|-------------------|--------------------------------|
| • Maya | • Unity3D |
| • 3ds Max | • Adobe Photoshop and Premiere |
| • Motion Builder | • Visual Studio |
| • Cortex | • Visual Studio Code |
| • Unreal Engine 3 | |

Relevant Moments and Experience gained (alexdixon3d.co.uk)December, 2009

I was working as a hairdresser in Harrington's. During that time I watched the movie 'Avatar' on release, this caused me to take a closer look at the 3D industry, and bought a '3D Artist' magazine for the first time, I was hooked. Since then I have been working very hard to catch up and learn what I needed to accomplish my new goal. Since 2009 I have done A-Levels, University, an Internship, going to networking events and learning more through books and tutorials.

July, 2014 to July, 2015

I did an internship at Dojo Arcade developing a game called 'Creature Battle Lab'. They taught me about unity 3D, Maya, and Photoshop. I was given the tasks of baking light maps for game engine, modelling basic assets, creating diffuse maps and using shuriken to make particle systems. Finally I created their in-house tool for rigging humans in Maya using melScript and Python which was originally for the games 'professor'. This was the first time I did any form of scripting, and it was very exciting to learn.

August 2016

I got tasked with a contract to create a 10-15 second animation for a product pitch needed by the client 'Flexi-Bin'. This was the first time I had to convert CAD data into 3ds Max and create a rig using splines (Curves) to animate with.

September, 2017

I was approached with a contract by the studio 'Pixel By Pixel' who had viewed my previous work; they wanted me to do the rigging and animation for the games enemies. This was the first time where I created a rig that had to accommodate two very different models and to have them animate to a good quality. The contract was very fast paced and classed as a crunch, with a time limit of two days. Due to the short time frame, I used motion capture data, and a home-made motion capture importing and cleaning tool I made to speed up the process for creating the animations.

The project was a big eye opener, I had not thought of using multiple models on one rig before. In the end I created one sophisticated humanoid rigging system in 3ds Max for their enemies, 8 Animation cycles and an unusual bone hierarchy to allow them to explode on death within game engine.

July, 2016 to September, 2019

During my time at Komotion, I furthered my knowledge of Maya. The daily tasks were fast paced, and so expanding my knowledge on coding conventions was non-existent. However I did learn about problems to do with coding, maya and script integration. Eventually I was able to read code as well as write it quite well which I couldn't do before. I learned about version control with 'Source tree', scheduling with 'Basecamps', writing bug reports in 'Asana', writing code in 'Visual Studio', and on occasions I used 'visual studio' for de-bugging python scripts I created for maya.

I did a few contracts, and sometimes led small teams to achieve bigger contracts. Over time I gained a few new skills due to my daily tasks and became very good at R&D for innovative prototyping which I am quite proud about. Occasionally I was called out to other big and small studios for my problem solving skills. I have had many meetings with amazing professionals, including one with a person who helped program the original Autodesk Maya software.

April, 2020

Overall my knowledge is quite broad, and I am considered to be a fast learner. I am now looking to settle on a specific area of the field. Based on job role research I am finding that being a 'Technical Rigger' or 'Technical Animator' would be the areas that I will most likely enjoy working in, and where I believe I will become a great asset.