

Billy Allison - Animator - bli@blimation.com - +44 (0) 7738 252109

Summary

An animator from Yorkshire, studied traditional animation at Newport Film school Wales, worked on several kids animated kids shows and TV commercials, started in games in the early 90s and has occasionally moved back into animating on television shows.

Link to online demo reel:

<http://blimation.com/showreel>

Specialities:

Animation of 2d and 3d CG characters, especially cartoon style, motion capture actor direction.

Skills & Expertise

Traditional Animation, 3D CG Animation, Character Animation, Maya , 3D Studio Max, Storyboarding, Video Games, Concept Design, Directing, Commercials, Cinematics, Motion Capture, Adobe Premiere, Tvpaint Cartoons, Mobile Games, UV mapping, Illustration, Computer Games, Low Poly Modelling, Character Rigging, Unity3D.

Experience:

General Animator:

January 1986 - Present (31 years)

Senior Animator at Sumo Digital:

September 2016 – present

keyframe animation and editing mocap on an zombie survival game using Maya/Motionbuilder

Senior Animator at Goodgamestudios:

August 2015 – September 2016

Rigging/Export Maya pipeline work for facebook/mobile and 2d animation using SPINE

Senior Animator at Sumo Digital:

April 2015 – August 2015

Maya key frame animation for little big planet 4 sony pitch video

Animator at Recluse Industries Ltd :

February 2014 - March 2015 (1 year 2 months)

Rig and animate characters and environment elements for Unity3d project

Flash Animator at CHF Media Group:

November 2013 - February 2014 (4 months)

Animatic artist at Tandem Films:

May 2013 - November 2013 (7 months)

Artist at Mindshapes:

February 2011 - October 2012 (1 year 9 months)

Model, rig and animate

Animator at Slightly Mad Studios:

September 2010 - January 2011 (5 months)

Senior Animator at Team17:

2005 - June 2010 (5 years)

Animated using Maya on several of Team 17 projects

Lead Animator at Eurocom:

2005 - 2005 (less than a year)

Animator at Brat Designs:

September 2001 - September 2004 (3 years 1 month)

animated all characters, created cut scenes and wrote maxscript animation tools

Senior Animator at SCEE Leeds:

January 2001 - September 2001 (9 months)

I was in charge of directing motion capture while at this studio.

Senior Animator at Acclaim studio Teesside:

November 1997 - January 2001 (3 years 3 months)

'Shadowman' one and two, directing motion capture and keyframing 3d characters

Animator at Core design:

1991 - 1994 (3 years)

I animated several sprite based games and created some of Core's early cutscene and intros using in-house tools for the genesis CD and Cd32

Animator at Orchid productions:

1987 - 1989 (2 years)

I animated various TV commercials using traditional techniques and assisted on several episodes of 'Raggy Dolls' as a key animator

In-betweener at Sirlol Productions Ltd:

1985 - 1987 (2 years)

I drew in-between drawings as required by the key animators once the drawings had been cleaned up (pencil and paper)

Education:**Newport Film School (Wales)**

College Diploma in Animation and Live Action film making

Buttershaw Upper School

GCSEs in Maths, English, French, Art, Chemistry, Gen Science and A level in Art, 1977 – 1983

Fairweather Green Infant and Middle School

1969 - 1975

Interests:

Spending time with my Family, Watching and making cartoons, reading, cinema and swimming

References:

on request

Links:

Personal website: <http://blimation.com/>

Demo reel: <http://blimation.com/showreel>

LinkedIn: <https://www.linkedin.com/in/billyallison>