

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

Summary

An animator from Yorkshire, studied traditional animation at Newport Film school Wales in 1984-1986, 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/resume/>

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:

May 2018 – Present

Animator at JAW ltd :

Rigging and animating 3d characters for unity based game

- Ice age (Scrat's nutty Adventure)
- SniperVR

Senior Animator at Virtual Gaming Worlds:

September 2017 – present

Animating 2d slot symbols with supplied artwork

Animator freelance on pitches:

2016 – 2017

- Model, rig, animate and render 3d cavemen as toon shaded sprites
- Model, rig animate anthropomorphic fox for point and click adventure game
- Rig 3d characters for horror based role playing game

Senior Animator at Sumo Digital:

September 2016 – August 2017

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

- Dead island 2

Senior Animator at Goodgamestudios:

August 2015 – September 2016

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

- A little lost (mobile and facebook)

Senior Animator at Sumo Digital:

April 2015 – August 2015

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

- Little Big Planet 4

Animator at Recluse Industries Ltd :

February 2014 - March 2015 (1 year 2 months)

Rig and animate characters and environment elements for Unity3d project

- Unnamed VR project

Flash Animator at CHF Media Group:
November 2013 - February 2014 (4 months)
- Pip ahoy (TV show)

Animatic artist at Tandem Films:
May 2013 - November 2013 (7 months)
- Bing Bunny (2d animatics)

Artist at Mindshapes:
February 2011 - October 2012 (1 year 9 months)
Model, rig and animate
- Various pitches for language learning flash games

Animator at Slightly Mad Studios:
September 2010 - January 2011 (5 months)
- Vehicle rigging for racing game

Senior Animator at Team17:

2005 - June 2010 (5 years)

Animated using Maya on several of Team 17 unreal3d projects
- Leisure Suit Larry (Box office bust)
- Alien Breed (episode 1, 2 and 3)

Lead Animator at Eurocom:
2005 - 2005 (less than a year)
- Pirates of the Caribbean (pre production)

Animator at Brat Designs:
September 2001 - September 2004 (3 years 1 month)
animated all characters, created cut scenes and wrote maxscript animation tools
- BREED
- Solar (pre production)
- Cannon Fodder/Toon Army (pitch)

Senior Animator at SCEE Leeds:
January 2001 - September 2001 (9 months)
I was in charge of directing motion capture while at this studio on 2 discontinued projects due to studio closure

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
- Chuck Rock 2 : son of chuck – Intro sequence
- BC Racers – intro sequence
- Curse of Enchantia – sprite animation
- Bubba n Stix – Character design, animation, intro/outro sequences
- Swagman – early concept

Animator at Whizzline productions/Mark Mason animation/Murakami Wolf/fat city films:
1989 - 1991

2d animator

- Spider in the bath
- Fiddle Foodle Bird
- William's Wish Wellingtons
- Teenage Mutant Ninja Turtles (2 months)
- Zott the dog

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)

- Turkey Love (half hour 2d special)
- Easter Egg (half hour 2d special)
- Princess and the Goblin (2d feature)
- Gerald of wales (2d half hour special)
- Various 2d pilot episode
- Fantastic Max/Space Baby pilot episode

Education:

Newport Film School (Wales)

College Diploma in Animation and Live Action film making 1984-1986

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/resume/>

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

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