

ANGUS SEAN WAKEFIELD

SOFTWARE, SKILLS & QUALIFICATIONS

- Eight years professional experience in 3D animation and visual effects
- Certificate in 3D Animation & Digital Effects, Vancouver Film School (2001-2002)
- Diploma in Fine Arts, Malaspina University College (1996-1999)
- Advanced knowledge of Softimage XSI, Maya 2009, Zbrush 3.5, Adobe After Effects, Photoshop and Illustrator CS3; Macromedia Flash MX; Maxon Body Paint
- 3D generalist; excels at technical direction, modeling, rigging, weighting, texturing, crowd simulation, particle effects, rendering and compositing

WORK EXPERIENCE

2009-2010 **Radical Entertainment**

- **Prop Artist** on a next Gen platformer. Modeled, textured, rigged and animated props for direct implementation in-game well as creating behaviors, fight trees and collisions.

2007-2009 **Rainmaker Entertainment**

- **Lead character modeler** and **crowd simulation artist**, *Prototype* (Game Trailer): modeled lead character and handled all crowd simulation shots, delivering the project in under three weeks
- **Character TD** and **modeler**, *Ghostbusters* (Game Cinematic): created a multi-level referencing system for lead characters, saving many hours of production time; crowd simulations including more than 500 characters in a single shot
- **Senior modeler**, *Max Steel 5 and 6* (DVD): modeled and textured more than 30 assets including both lead *Max Steel* characters

2006-2007 **NWFX**

- **Lead technical director**, *Jibber Jabber*: modeled and textured seven lead characters, rigged more than 100 props and 50 Maya particle effects shots
- Developed multiple technical systems which allowed the modeling and rigging team to re-use facial animation and character rigs, saving many hours of production time
- Handled management-labor relations; consultation with directors, producers and client

2004-2006 **Bardel Entertainment**

- **Location TD**, *Viva Piñata*: dressed all sets using particle instances, Maya fur and basic lighting
- **UV layout**, *Happily N'ever After*: laid out UVs for hundred of props, characters and locations, and seamed character textures using Maxon body paint
- **Render Wrangler**, *Dragons 2*

2004 **Digital Alchemy**

- **Animator, Rigger** and **Composer**, *Insecticidal*

2002-2003 **Moving Stills Productions**

- **Animation** and **modeling**, *The Amazing Super Buddies*, Pilot Episode: produced 60 high-quality animated background plates, 11 animated sequences and 6 camera-tracked shots in under 3 months