

STEVEN OLLIFFE

ANIMATOR / 3D GENERALIST

CONTACT DETAILS:

E: solliffe84@googlemail.com

M: 07742658994

W: goofypixel.com

A: Whinchat Gardens, Leighton Buzzard, Beds, LU7 4DJ

PERSONAL STATEMENT:

As a 3D generalist and animator, I am hardworking, enthusiastic and professional with a desire to share knowledge and learn from others. As an individual, I am positive and outgoing, and therefore have always found a joy in inspiring and encouraging those around me to work to the best of their ability. Through my experience I have gained the organisational and communication skills needed to effectively liaise with clients, supervisors and directors and ensure that I can meet their needs to the highest standard.

KEY SKILLS:

- Character Animation
- Hard Surfacing Modelling
- Texturing
- UV editing
- Lighting & Rendering
- Good organisation and people management skills.

TECHNICAL SKILLS:

Autodesk Maya – 3 years

Autodesk Softimage XSI – 10+ years

Adobe After Effects - 5 years

Autodesk Shotgun – 3 years

Substance Designer/Painter – 1 year

Unreal Engine – 6 months

Adobe Photoshop – 5 years

Mental Ray, Arnold, and Redshift.

EMPLOYMENT HISTORY:

WEEDI LTD. A PLAYTECH COMPANY (August 2014 – Present)

ANIMATOR / TEAM LEAD

VIRTUAL SPORTS

Creating animation content for online and onsite betting engines in the virtual sports marketplace.

- Responsible for overseeing motion capture of Tennis (150 events) and Basketball (360 events)
- Mentored team of 4 animators in the development of realistic sports animation, on 4 productions.
- Focused on stylized hand animation and heavily modified mocap.
- Responsible for promotional content, posing, lighting and rendering.
- Interfaced with Creative supervisors and Technical Directors to ensure all animations fit the desired realism of professional sports as well as meeting the technical requirements for the betting engine.
- Interfaced with Production TD to successfully integrate Shotgun production management software into pipeline.
- Created realistic quadruped cycles for use within Unreal engine.

ACCOMPLISHMENTS: Promoted from animator to senior animator in 2015 for developing effective and efficient workflows that enabled the team to achieve 210 fully choreographed and animated football events, all 4 to 16 seconds in duration. Promoted to Team Lead in 2016 due to my understanding of the production pipeline and knowledge of Shotgun, combined with my ability to communicate, organise, and manage the team around me in an efficient and supportive manner.

COSMOLEIGH (June 2014 – July 2014) - MODELLER

HUD – SHORT FILM

- Working directly alongside the concept artist and director to achieve high quality space craft models as the sole modeller on the production.

POLAR MEDIA LTD. (May 2014 – June 2014) - CHARACTER ARTIST & MODELLER

BP IN-HOUSE CORPORATE PRODUCTION

- Responsible for complete design of the hero character.
- Worked closely with the production management to meet the desired style as well as any requirements from the technical director.

FLUID PICTURES (February 2014 – April 2014) - 3D ARTIST

THE FIFTEEN BILLION POUND RAILWAY – PRODUCED BY WINDFALL FILMS FOR BBC TWO.

- Co-developed a series style for all animation graphics produced for the documentary and demonstrated how it would be achieved.
- Responsible for 50% of all animation shots delivered for production.
- Direct interfacing with director and producer for clear and concise interpretation of script.
- Creative direction over each animation.
- Responsible for modelling, animating, lighting, rendering and compositing of my shots.

INTERFERENCE PATTERN (August 2013 – September 2013) - 3D ARTIST

SOURZ – “OUR SHOT” – COMMERCIAL

- Responsible for modelling and texturing of all environments.
- Developed effects to meet the stylistic desires of the production.

NOT TO SCALE (April 2013 – July 2013) - 3D ARTIST

PAYMENTS COUNCIL – “SWITCH GUARENTEE” – COMMERCIAL

- Delivered high quality environment models to meet the creative directors’ requirements in a fast-paced work environment.
- Responsible for UV editing of entire environment to enable the stylistic placement of thumb prints replicating a stop motion feel for the production.
- Worked closely with the team and production management to drive the project forward.
- Interfaced with post production to achieve any additional rendering for compositing.

B SKY B (March 2013 – April 2013) - 3D ARTIST

FORMULA 1 – “WAYS TO WATCH” – COMMERCIAL

- Liaised directly with director and production management to creatively interpret, design and deliver the complete commercial.
- A one week turnaround time, with the commercial booked into its aired slot on Sky1 before production started, I was responsible for design, modelling, shading, rigging, animating, lighting, rendering of the entire 30 second cg commercial.
- Sourced additional workstations at short notice to guarantee delivery by the strict deadline.

FLUID PICTURES LTD. (April 2010 – January 2013) - 3D ARTIST

DOCUMENTARY PRODUCTIONS INCLUDING; COSTA CONCORDIA DISASTER:ONE YEAR ON – NAT GEO / MASSIVE MOVES; Series 2 – UKTV HOME & HGTV CANADA / COUNTDOWN TO COLLISION – QUEST / MASSIVE MOVES; SERIES 1 – UKTV HOME & HGTV CANADA / BIG, BIGGER, BIGGEST; SERIES 3 – NAT GEO & CHANNEL 5 / MONSTER MOVES; SERIES 5 – NAT GEO / TITANIC: THE MISSION - CHANNEL 4

- Responsible for all internal animation, motion graphics, and VFX shots on all projects in production.
- Laid the foundation for overall art style on several productions and demonstrated how it would be achieved.
- Responsible for finding creative solutions to the directors’ requirements within the confines of the timeframe.
- Developed efficient workflows to creatively produce and deliver each 30 second animation within a 2-day period, including modelling, lighting, rendering and compositing.

LOLA POST PRODUCTION LTD. (March 2010 – April 2010) - 3D ARTIST

AMERICA: THE STORY OF THE US

- Animating high quality visual effects shots of planes, bombs and tracer bullets to meet the production style.

FLUID PICTURES LTD. (February 2010 – March 2010) - 3D ARTIST

KELLOGGS KRAVE – WEBSITE BANNER COMMERCIALS

- Developed a series style and demonstrated how it would be achieved.
- Modelled, Textured, Rigged, and animated all props and secondary characters.
- Created a clean and clear lighting style for the series.

EDDA DESIGN BARCELONA (August 2008 – October 2009) - JUNIOR 3D ARTIST

SWEESTERS VIRTUAL ROOM; SERIES 1&2 - CHILDRENS TV SERIES

- Responsible for lighting and rendering of all shots across both series.
- Modelled, textured and rigged all props and secondary characters across series 2.

FLUID PICTURES LTD. (August 2007 – March 2008) - JUNIOR 3D ARTIST

BIG, BIGGER, BIGGEST; SERIES 1 - NAT GEO & CHANNEL 5 – DOCUMENTARY

- Over a 4-working day period, I would interface with the director and CG Supervisor to interpret the script, develop a creative vision for the sequence, model rig and animate to a set documentary audio file, deliver a first pass, make amendments to the directors’ discretion, to deliver a final render.
- Responsible for self-teaching on the job to produce content of a suitably high standard.

EDUCATION & QUALIFICATIONS:

University of Teesside – BA Computer Animation; 2:2 (2004-2007)

University of Hertfordshire – BTEC Foundation Degree in Fine Art; Merit (2003-2004)

INTERESTS & HOBBIES:

My passion is 3D art and animation in all forms, I thoroughly enjoy movies and even trailers to see the new and innovative ways the medium can be pushed. As well as my passion for animation, I am a family man and love to share the simple things in life with them.

Since the age of 18 I have been an avid snowboarder, it is a free, creative and expressionistic sport that I have loved since my first go.

Throughout school and into adult life I have played basketball, at a county level at one point. I enjoy the fast pace and team work of the sport.

REFERENCES:

Mark Blackwood; Creative Director at Weedi Ltd.

John Saull; Animation Supervisor at Weedi Ltd.