

Gary Scott Whitton

Character Animator

5 Spink Path, Arbroath, Angus, DD11 4HG

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Personal Statement:

- Currently looking for my first industry role in a position such as Junior Character Animator. I'm an enthusiastic, creative and detail oriented 3D animator with a great passion for the artform. My long-term career aspirations include becoming a lead animator on an award winning games title or film and perhaps eventually directing my own short film.

Links:

- www.garywhitton.co.uk
- www.linkedin.com/in/garywhitton

Skills:

- Maya – 4 years experience
- Keyframe animation
- Polygonal Modelling
- Rigging/Skinning experience
- Rendering (Mental Ray)
- Photoshop – 5 years experience
- Excellent communication skills and the ability to work under stress and tight deadline
- Well motivated, responsible, avid learner, reliable and a good team player

Work experience:

July 2009 – September 2009

(Internship from July to August and 3 weeks work in September thereafter)

- **Proper Games, Dundee**
- Position: Artist
- Responsibilities (Freelance): Texturing and UI artwork for front end.
- Responsibilities (Internship): Working on game prototypes; Concept art, modelling, texturing, animation.

August 2009

- **D Spink Fishmonger, Arbroath**
- Position: Web Designer (Freelance)
- Responsibilities: Commissioned to create an online presence for the company. Aiming towards a simple yet effective style. www.arbroathfish.co.uk

June 2009 – Present

- **Devils, Angels and Dating – Collaborative CG Animated Short**
- Position – animator/concept artist (unpaid)
- Responsibilities: Worked under the direction of Michael Cawood on pre-production until we the animation stage is underway; providing concept art and colour work for the main environment. Hoping to rejoin the project as soon as animation tasks become available

August 2007 – Present

- **NEXT PLC, Dundee**
- Position: Sales Assistant
- Responsibilities: Till operation, customer service, stock replenishment. Ensuring Daily tasks are completed on time and working effectively to reach target sales

August 2008

- **University of Abertay, Dundee**
- Honours animation used as part of an advertising campaign for prospective students
- www.abertay.ac.uk/apply09

July 2008

- **Concrete Jungle, Dundee**
- Position: Video/Motion Graphics Artist (Freelance)
- Responsibilities: Commissioned to create an online viral advert for the opening of their flagship store. Required me to work closely with the client and learn after effects in a short period of time

Education:

2004 – 2008**University of Abertay, Dundee**

- BA (Hons) in Computer Arts – Second class (1st division)

Honours results:

- Pre-Production - A
- Concept Development - B
- Professional Practice - B
- Research Methods and Dissertation -B
- Honours Project - A

1998 - 2004**Arbroath High School**

- Advanced Highers: Art
- Highers: PE, English, Biology, History
- Int. 2: Media studies

Hobbies and interests:

- Basketball – Did voluntary primary school coaching for a year. Played for the North of Scotland squad. Played National League junior basketball for 4 years and senior local league for the past year.
- Games – Mostly FPS but I also like quirky games. Occasionally enjoy a bit of retro gaming (Still have my old NES console).
- Canvas Art/Illustration
- Music – Especially live music events
- Film
- Socialising with friends

Referees:

Andrew Smith,
Proper Games,
Dundee.
smiffy@proper-games.com

Chris Wright,
Proper Games,
Dundee.
chris.wright@proper-games.com