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Skilled animator and director with over 10 years experience in commercials, TV and film

Recent professional experience

Certified trainer and business owner toonboomtrainer.com (Manchester, U.K) July 2017 - present

At the beginning of 2017 I qualified as the U.K's first certified Toon Boom Harmony expert. I left full time studio work to develop my own training business, Toon Boom Trainer. It specifically focuses on the skills gap within the field of animation and works both online and in-house. The school has gone from strength to strength, allowing me to make it my full time job in 2019. To date I have trained over 300 people and worked with companies such as Channel 5, Gulli and Aardman Animations.

Animation Supervisor [Pipangai Studio](#) (Saint-Gilles-Les-Bains, Réunion Island) Aug 2018 - Jan 2019

I worked on half the episodes for the TV series *Squish* whilst living on a French-speaking island. A great experience! My duties involved daily management of the animation quality and reviews, episodic briefings with the director, actioning client feedback, workload management for the creative team, technical advice and troubleshooting within the software, Toon Boom Harmony, liaising with other departments to produce high quality results, rigging adjustments and advice.

Character animator [Mooshku](#) (Dublin / remote work) Nov 2017 - July 2018

After being part of the initial creative team behind the pilot episode, I was asked to return as an animator on the full series of *Tot Cop*, airing on Nick Jr. My job was to take the brief and animate fun, engaging character performances.

Character animator and rigger [The Character Shop](#) (Birmingham, U.K) July 2017 - Aug 2017

Working on a 10 minute commissioned pilot as part of a small team, I produced half of the animation required, matching it to live action plates, as well as assisting with character rig adjustments and production workflow suggestions.

Character animator [Adult Swim](#) (remote work) July 2017

I came onto the production to assist with animation deadlines on Adult Swim's new animated series, *Hot Streets*. My main task was to produce quirky character animation in a specific style that fitted the network's brand, as well as alterations according to the director's notes. All animation was completed using Toon Boom Harmony.

TV interview and live animation [The Gadget Show](#) (Birmingham, U.K) May 2017

I was asked to appear on Channel 5's *The Gadget Show* as their animation expert. I tested out a new piece of equipment and animated a demonstration piece whilst being filmed. Tasks included clearly communicating my thoughts and opinions, taking on set direction whilst focusing on specific talking points to discuss with the presenter.

Character animator [Brown Bag Films](#) (Manchester, U.K) Feb 2016 - Apr 2017

Working on Nick Jr's brand new flagship series, *Nella the Princess Knight* I created high end TV animation using Toon Boom Harmony whilst adhering to demanding weekly schedules. Other tasks included feeding back to the rigging team with workflow improvements and writing up forecasts for production staff to avoid future resource 'bottlenecking'..

Character animator [Mooshku](#) (remote work) Jan 2017 - Feb 2017

Between permanent studio employment I worked on two pilots for Irish startup, *Mooshku*. Tasks included creating appealing pre-school character animation and innovative solutions to development ideas. Animation in Adobe Animate.

Lead animator and rigger [CHF ENTERTAINMENT](#) (Manchester, U.K) Sept 2013 - Jan 2016

Forming the core team from the inception of Cosgrove Hall Fitzpatrick's new studio, I was hired to lead a group of animators in the production of the original pre-school property, *Pip Ahoy!* Duties included character animation (within Adobe Flash/Animate), character kit creation and management, team feedback sessions, story meeting involvement and reporting to the director. I also worked on their latest series, *Daisy & Ollie* as an animator and rigger.

Character animator GERONIMO PRODUCTIONS (Dublin, Ireland) Mar 2012 - Feb 2013
I spent just under a year creating the pre-school TV series, *Planet Cosmo*. Duties included bringing to life the shows characters through fun acting in animation, asset creation for props as required and general technical assistance.

Teaching experience

Associate Lecturer Manchester Metropolitan University (Manchester, U.K) May 2017 - present
At the end of the summer term I taught two classes focusing on digital animation production using Toon Boom Harmony.

Artist in residence Royal Melbourne University (Melbourne, Australia) Feb 2011 - June 2011
I was an artist in residence at RMIT whilst I worked on a short animated film about my recent travels. I taught a module in After Effects animation for second year students as well as several masterclasses on my film making process.

Associate Lecturer Southampton Solent University (Southampton, U.K) Sept 2007 - July 2010
I was a part time associate lecturer in the fields of animation and video game production. Specialist units included short film production, 2D animation, life drawing and technical skills for digital filmmaking. Whilst working at the university, I organised several life drawing trips around the surrounding area, as well as taking the students to Annecy Animation Festival and New York Comic Con.

Other professional experience

Director / animator ADAM OLIVER PRODUCTIONS (U.K) Apr 2007 - present
Creating original animated content for production studios, SMEs, agencies and creative houses. Tasks include negotiating, planning and directing. Experience managing a small team of assistants and technical contractors. A selection of work includes:

Director/animator Twitter partnership video
A 2 minute video to mark the partnership of Twitter and Kantar Media and launch new audience monitoring technology.

Animation Education Umbrella/Storyteller interactive
Directed by Eric Loren of Day Two Productions, I produced 6 animated videos to explain drama techniques to teachers.

Director/animator Holiday Extras advertisement
Under the instruction of a London agency I created a 60 second advertisement for this holiday services company.

Director/animator Kantar Media advertisement
Storyboarded to script and animated several minutes of 'on brand' content for use on several continents.

Director/animator E.on energy
E.On commissioned an engaging and light hearted 'live whiteboard' animated video to inform their employees.

Flash animator Curious George iPad Game
Kaveleer Productions hired me to build interactive game animations for Disney's Curious George property

Flash animator Channel 4's Viz pilot
I joined a team of animators at Baby Cow Productions to produce three animated pilots for Channel 4's comedy series.

Feature film animator & clean up artist Pathe Films (Dundee, Scotland) June 2010 - Oct 2010
Working on *Titeuf Le Film* at Ink Digital, under the creative direction of Neomis animation studio. Roles included clean up artist and animator on this traditionally made, high end 2D feature project (all drawn in pencil, too!)

Writer Imagine animation magazine Oct 2007 - July 2010
Working as a freelance writer for the U.K's only printed animation magazine, I produced software reviews, subjective articles and on location event write ups. I covered the Annecy Animation Festival and Imagina conference in Monaco, as well as interviewing Don Hahn, Henry Selick and Matt Groening.