

Stewart Jones

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Objective

To be part of a team where I can help give life to characters both artistically and technically.

Experience

CHARACTER TD, MIDWAY STUDIOS, JULY 2007 - CURRENT

- Character, prop and vehicle rigging (including cloth hair and fur setups)
- Production pipeline integration and optimization
- Research and Development on new rigging methods and technical documentation creation
- Overview of character modeling and technical direction on animation
- Scripted animator and modeler tool creation (including auto rigging and motion capture tools)

TECHNICAL ANIMATOR, EUROCOM, OCTOBER 2006 - JULY 2007

- Character, and prop rigging (including editing of existing animation rigs)
- Technical direction for modeling, animation, and pipeline optimization (including cloth and dynamics)
- Scripted animation tool creation

ANIMATOR, VENOM GAMES, MARCH 2006 - OCTOBER 2006

- Key frame and motion capture animation (in-game and cut scene)
- Overview of character modeling and facial animation
- Character rigging, tool creation, and teaching of body and facial rigging techniques

DEPUTY ART EDITOR, SKWIGLY ANIMATION MAGAZINE, JANUARY 2005 - JANUARY 2006

- Front page design and creation within the guidelines of the Art Editor
- Layout and background design
- Article creation and animation festival reporting

Freelance / Contractural

MENTOR, ACME ANIMATION, NOVEMBER 2007 - CURRENT

- Mentoring, advice, and feedback for students

INSTRUCTOR, ANIMATIONRIGS.COM, OCTOBER 2006 - CURRENT

- Video based character rigging tutorials and training

CREATURE TD, FREELANCE, NOVEMBER 2005 - CURRENT

- Character rigging (including cloth, hair, fur and dynamics)
- Scripting tool creation
- Character rigging training (including workshop talks and conferences)

Education

MEL SCRIPTING A CHARACTER IN MAYA, ANIMEX, FEBRUARY 2008

- Workshop and masterclass, no qualifications given

CHARACTER RIGGING 3, CG SOCIETY, OCTOBER 2007 - DECEMBER 2007

- Online course, no qualifications given

ADVANCED CHARACTER ANIMATION, ANIMATION MENTOR, MARCH 2005 - SEPTEMBER 2006

- Diploma of Advanced Studies in Character Animation

MULTIMEDIA DESIGN / GRAPHIC DESIGN / ART & CRAFT, NEWCASTLE COLLEGE, JULY 2002 - JULY 2004

- Diploma of Multimedia Design
- NCFE (Advanced) Graphic Design
- NCFE (Intermediate) Art & Craft

AS / GCSE, HEWORTH GRANGE COMPREHENSIVE, 1996 - 2002

- 3 AS Levels
- 11 GCSE's (High School Equivalent)

Program Skills

- Adobe Dreamweaver
- Adobe Flash
- Adobe Photoshop
- Autodesk 3ds Max
- Autodesk Maya
- Autodesk Motion Builder
- NaturalMotion Endorphin
- SideFX Houdini

Operating Systems

- Macintosh OS
- Microsoft Windows
- Red Hat Linux
- Suse Linux
- Unix

Referrals

Available upon request