Billy Allison – 2d/CG Animator – Resume

I am 48 year old a mild mannered Yorkshireman who has been in and around the animation industry for over 27 years. I studied at Gwent Film School (which after a few name changes, became known as Newport School of Art, media & Design) on 'graduating' with what was then an unrecognised diploma I started work at Siriol in Cardiff as an in-betweener and over the years at several other traditional animation companies working on TV series projects and later various video games companies using Maya, Max and unreal3 editor

As a slight deviation from my day job, I like to take part in film projects as an extra etc. and have been in several student productions and two professional feature productions; Mark Tonderai's "Hush" and Guy Ritchie's "Sherlock Holmes"

I currently live in Wakefield, West Yorkshire with my gorgeous partner and our two young sons (Clay who is 17 and and Taylor, 14), we especially enjoy going to the cinema and generally spending time together, both my boys love to draw with me, write stories, design games and we have even made a short animated film together.

Software and Tools :

Autodesk Maya – very experienced 10 years+
Autodesk 3DS max – very experienced 7 years
Lightwave – Limited Experienced (historic use)
Adobe Premiere – very experienced since version 1 to cs4
Adobe Flash – Fairly new to hand drawing key poses
Tvpaint – very experienced 10 years +
Photoshop – very experienced 10 years +

Professional Experience:

May 2013 to present
Tandem Films - 2d hand drawn flash animation – Tv Series
(flash CS4)
project : Bing Bunny

April 2013 to July 2013
Nice Touch Games – 3d Models/Rig and animation – Mobile platform games
(Maya/Photoshop)
Project : Robo and Bobo for windows phone, ios and android
Project : Crazy Horses 3d for windows phone, ios and android

Feb 2011 to Nov 2012
Mindshapes Ltd – Lores 3d Environ and Character Models/Textures/rigging/animation and renders
(Maya/Photoshop)
Project : Language City - web based 3d language learning using 3d Flash

Aug 2011 to Feb 2012
Slightly Mad Studios – Internal Vehicle and Driver animation
(3DSMax and C.A.T)
Project : Need for Speed :Shift - pc

May 2005 to June 2010
Team17 – Senior and Lead animator/Unreal3 Animation tree and animation setup
(Maya/Photoshop/adobe premiere/unreal3Ed)
Project : Leisure Suit Larry : Box office Bust – xbox360/ps3/pc
Project : Alien breed Trilogy -xbox360/ps3/pc

New Media Collective – Character models/rig/animate/sprite render BBC web game
Project : K:9 – Doctor Who based isometric sprite game on the BBC website

Nov 2004 to May 2005
Eurocom Software – Lead animator
(Maya)
Project : Pirates of the Caribbean : deadman's chest – xbox360/ps3/pc

Sept 2001 to Jan 2004
Brat Designs ltd – Sole character rigger, animator and cutscene/viral video creator and
animation maxscript tools/export
(3DSmax/Adobe Premiere)
Project : BREED - pc

Nov 2000 to Sept 2001
Sony Computer Entertainment – Lead Animator/Previs animation/mocap director
(Maya/Photoshop/Adobe premiere)
Project : Rogue – ps2 – incomplete due to studio closure
Project : Reload – ps2 – incomplete due to studio closure

1998 to Nov 2000
Acclaim Entertainment Teesside – Senior/Lead animator/Mocap Director
(3DSMax/3DS dos R4)
Project : Shadowman I – PC/PS1/N64
Project : Shadowman II – PC/PS2

Hibbert Ralph Entertainment – Tv Series – traditional animation
(pencil on paper)
Project : Forgotten Toys
Project : William's Wish Wellingtons

Fat City Films -TV Series – traditional animation
(Pencil on paper)
Project : Zott the Dog

1995 to 1998
Mark Mason Animation – TV commercial traditional animation
(pencil on paper)
Project : Several TV commercials

The 8th Day – modelling, animation and render Prerendered intro sequence
(3DS dos R4/Adobe Premiere)
Project : Genderwars - PC

Wavefront Technologies – On-site tuition of Wavefront's 'Kinemation' application at several
studios across the North of the Uk
(Wavefront Kinemation)
Project : Gremlin Graphics, Sheffield
Project : DMA design, Dundee
Project : Rage, Birmingham
Project : Lore Design, Liverpool
Project : Liverpool University (Anthropology dept)

1992 to 1995
Core Design Ltd – 2d Sprite animation and later 3d character animation
(Deluxe Paint/Wavefront Advance Visualiser/Kinemation)
Project : Swagman – PC/PS1
Project : BCRacers – PC/GenesisCd
Project : Chuck Rock 2 – Amiga/GenesisCD
Project : Bubba n Stix – Amiga/CD32/GenesisCd
Project : Soulstar – GenesisCD
Project : Curse of Enchantia – PC/Amiga
Project : Blob – Amiga
Project : Wonderdog – GenesisCD/JVC Wondermega

1988 to 1992
Orchid productions – traditional animation – TV series
(pencil on paper)
Project : Raggy Dolls – TV show
Project : Several TV commercials

Whizzline productions – traditional animation – several TV series and commercials
(Pencil on paper)
Project : Dirtybeasts by Raold Dahl
Project : Northern Upholstery commercial
Project : Pampers commercial
Project : Spider in the Bath TV show
Project : Poddington peas TV show

1986 to 1988
Siriol Animation – traditional animation and inbetweening on several TV shows
(pencil on paper)
Project : Haf Y Ffrendiai -pilot episode
Project :Turkey Love – half hour tv special
Project :Gerald of Wales – half hour tv special
Project :Easter Egg – half hour tv special

Education:
1984 to 1986
Newport Film School, Wales – Studied Animation, Rostrum Camera, Live action
lighting/camera, traditional film editing – College Diploma

My work and show reel can be seen on my website: www.BliMation.com
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