



2009

ANDREW MADDEN: Curriculum Vitae

Address: 114 Chaney Road, Wivenhoe, Essex, CO7 9RR

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Email: andrew@iliadic.com

Web: www.iliadic.com

Experience:

Freelance Artist 4/2009 -

Working on projects including the pitching an upcoming Golf GTD advertisement campaign with Tribal DDB.

Artist - Free Radical Design Ltd. 10/2006 - 12/2008

Responsibilities included the lighting all cutscenes; modelling and texturing levels and vehicles; animation of background elements; effects and post-processing setup on a game based on a LucasArts property.

Freelance Artist 03/2006 – 09/2006

Working on a number of projects including animation (an advertising campaign pitch for Orange Broadband), photorealistic modeling and image touch-up, low polygon modeling (for a browser-based MMORPG), 3D concept for fashion designers, web site design and development.

10/2004 – 02/2006

ESL Teacher and advertising manager - LEC English Training Centre, Wenzhou, China.

Specific Skills:

CG modelling, texturing and animation using applications including Maya, 3DS Max, Photoshop, Illustrator, After Effects and Animation Master; 2D Pencil and Ink drawing for concept and animation; Video Editing using Premiere and Final Cut Pro; Web design and development (HTML / CSS / Java) using Dreamweaver and GoLive. Use of 1st party and 3rd party game engines in real-time graphics creation for video games and VR.

Published work:

Advertising artwork for use in "Scuz" Mountain Boarding Magazine

T-shirt design for Skeleton Coast Ltd.

'Carlos Bot Jr.' 3D CG still from a short animation – Digital Creative Arts issue 21 (2005)

'Duck Sauce' 3D CG short animation – Screened at: The 48 Hour Film Project Festival (AFI Silver Theatre, 12/05/2004) and The Portland Indy Animation Festival (12-14/08/2004)

'Uten Naven' 3D / 2D short animation – Screened at: Submerge (July 2004)

Education

10/2000 - 06/2003

First Class BSc (Hons) Degree in Computer Science at Aberystwyth, University of Wales, specialising in 3D graphics (modelling and animation) and robotics.

09/1998 - 08/2000

A-Levels in Information Technology (B), Chemistry (C), Biology (D), General Studies (D) at The Colne College, Brightlingsea

09/1996 - 08/1998

13 GCSEs (A* - C) at The Colne Community School, Brightlingsea

Interests

Currently I am enjoying learning Chinese (both reading and writing) as well as practising martial arts such as Tai Chi and Kung fu. However, my main hobbies and interests are in animation and web development. I enjoy making both 2D and 3D animation as well as working on collaborative projects which cover a greater range of graphical media (such as special effects, motion graphics and print work).

References are available on request.



ANDREW MADDEN: Showreel 09 Breakdown
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|-------------|---|
| 00:00:00:00 | Title - (After Effects) |
| 00:00:02:14 | Tree swing - (Maya, Photoshop, Illustrator, After Effects) |
| 00:00:06:22 | Free Radical Project - Lighting, cutscene art (team), post-processing (Maya, Photoshop) |
| 00:00:08:07 | Free Radical Project - Background art (team), lighting, post-processing (Maya, Photoshop) |
| 00:00:09:12 | Free Radical Project - Lighting, post-processing (Maya, Photoshop) |
| 00:00:16:09 | Free Radical Project - Background art (team), lighting, post-processing (Maya, Photoshop) |
| 00:00:18:03 | Free Radical Project - Lighting, post-processing (Maya, Photoshop) |
| 00:00:19:21 | Free Radical Project - Background art (team), lighting, post-processing (Maya, Photoshop) |
| 00:00:21:14 | Baena Robot Junior - (Maya, Photoshop) |
| 00:00:23:09 | Kick Animation - (Maya) |
| 00:00:26:18 | Character Test - (Maya, Photoshop, Unreal 2004) |
| 00:00:29:15 | Innocent Commision - (Maya, Photoshop, Illustrator) |
| 00:00:31:02 | Baena Robot Junior - (Maya, Photoshop) |
| 00:00:33:12 | Lift Animation - (Maya) |
| 00:00:36:21 | Baena Robot Junior - (Maya, Photoshop) |
| 00:00:42:06 | Free Radical Project - Lighting, cutscene art (team), post-processing (Maya, Photoshop) |
| 00:00:44:00 | Walk Animation (Maya) |
| 00:00:46:19 | Free Radical Project - Lighting, cutscene art (team), post-processing (Maya, Photoshop) |
| 00:00:48:12 | 10 Second Club Animation - (Maya) |
| 00:00:50:15 | Innocent Commision - (Maya, Photoshop, Illustrator) |
| 00:00:53:05 | Gun turn-around - (3DS Max, Photoshop,, After Effects) |
| 00:00:57:18 | Balloons - (After Effects, Maya, Photoshop) |
| 00:01:01:21 | Free Radical Project - Lighting, cutscene art (team), post-processing (Maya, Photoshop) |
| 00:01:06:17 | iPod Spoof Animation - (Hash : Animation Master) |
| 00:01:11:09 | Innocent Commision - (Maya, Photoshop, Illustrator) |
| 00:01:13:12 | Baena Robot Junior - (Maya, Photoshop) |
| 00:01:18:11 | Alleyway - (Maya, Photoshop, After Effects) |
| 00:01:23:04 | Orange Broadband Pitch Commision - (Maya, Photoshop, After Effects) |
| 00:01:28:08 | Contact Details - (After Effects) |