

EDDY OTU, Animator and Illustrator

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Personal profile: As a naturally sociable and diligent person, I look to carry these traits over into my creative workflow. I enjoy working with people on animation projects as I thrive on exchanging ideas and having critiques on work in the pre-production process. I also consider animating and illustrating to be my hobby too and it is this element that enables me to put a substantial amount of effort and hard work into any project that I undertake.

Art skills: 2D character design, 2D character animation (stop motion, cel, digital; rotoscoping), 3D character modelling, 3D character animation, illustration (graphic novel, picture book and logo design), music and soundtrack production.

Software skills: Adobe Flash cs6, Toon Boom, Autodesk Maya 2015, Final cut pro, Adobe Photoshop cs6, Adobe after effects cc, Ableton Live suite 8, Fruity Loops studio 11.

Education and Training

- BA honours degree- Animation (Worcester University).
- A level's - Art (C), Media (C), English Lang and lit (C) (Joseph Wright Centre).
- 9 GCSE's; key subjects- English Lang & lit (B/C), Maths (B), Science Double award (B/B) (Sinfin Community School).

Experience: I developed some of my most useful skills as an animator during a narrative workflows module in university. My animation team was commissioned to create a corporate animation for a healthcare software developer (Bluespier). I took on multiple roles that involved storyboarding, 2D character design and 2D character animation. With my experience in music production, I also felt confident enough to take on the extra responsibility of being a sound producer for the animation. I successfully created Foley sounds and used sound programmes such as Ableton live and final cut pro to edit the sounds in the post production process. Overall I was effective in communicating ideas to my teammates and I developed my technical skills effectively in the animation software- Toon Boom.

I am also experienced with 3D animation as I can design and model characters in maya. I am also comfortable with the workflow of animating these characters in order to create a narrative. I prefer to create characters that have a caricature/ cartoon look which compliments my playful style as an animator.

Please take a bit more time to view my show reel, which demonstrates my practical skills, at the following address: <http://goldenbrownprods.wordpress.com/>

References

Available upon request