

James Hunter

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EDUCATION:

Teesside University: 2009-2012
Games Animation - 2:1 Degree: top 10% Relevant courses: Games animation, advanced animation for games, Games development, Final year project, History of games, Asset creation.

Hartlepool Sixth Form College, Hartlepool, UK, A-levels: A-C 2006-2009
Applied Art (double Award), Media, Film (AS)

High Tunstall College of Science, Hartlepool, UK, GCSE: A-C 2001-2006
English, Maths, Science, Art, Technology, IT, music, CPD, RE

WORK EXPERIENCE:

Barclays 2018- present
Middlesbrough

- Responsible for reviewing whether Barclay's previous customers were coerced into taking out a PPI policy.
- Required ability to action as many cases as possible, while maintaining a high standard on the quality of what is produced.
- Worked on the design of Barclays magazine using my illustrative and creative abilities.
- Prepared weekly data driven reports of my weekly case load completed.
- Helped with the training of new employees.

HMRC 2015 – 2018
Peterlee
Client Services Associate

- Provided consultative advice to the British Public to help them understand their taxes, benefits and credits.
- Addressed concerns regarding Taxes (PAYE and Self-Assessment) and the allocation of benefits and credits (Child Benefit and Tax Credits).
- Worked off an escalation queue consisting of emails, phone and live chat channels to answer customer queries.
- Worked as part of a team in order to ensure client satisfaction across multiple platforms.
- Attended weekly meetings with the quality assurance team to ensure that the delivery of the service was to a high standard.

Limbs Alive
Newcastle
Lead Animator

2013-2015

- Worked on an animation project in a small studio in Newcastle for the NHS in collaboration with Newcastle University.
- Assisted with the development of a game in Unity for the NHS: the app offered exercises to assist in the rehabilitation of stroke patients.
- Acted as the team lead artist on the project, providing feedback to other members of the multi-disciplinary team.
- Attended weekly meetings with the MDT; nurses, doctors, NHS administrative staff, programmers, to discuss weekly objectives and goals.
- Independently managed my own desk to meet tight deadlines and deliver high quality animation and illustrations.
- Rigged and animated 3D models, using 3DS Max and exported into Unity.

JamesHuntersCanvas.co.uk

2012-ongoing

- Independently have set up my own website which showcases my illustration and animation abilities and helps obtain free-lance opportunities.
- Grown my portfolio through free-lance animation and illustration work.
- Currently working on a app project that is in early stages with other animators and programmers.

SKILLS: Adobe After Effects, Autodesk 3Ds Max, Autodesk Maya, Blender, Adobe Premier, Apple Final Cut, Motionbuilder, Adobe Illustrator, Adobe Photoshop, Motion Analysis Software Cortex, Autodesk XSI (Softimage), Unity, Gamemaker, Unreal Engine

Leadership skills (group leader in University final project), communications skills, Entrepreneurial mindset

ACHIEVEMENTS: Music Video of the Year (2009)

Royal Television Society

Ranked highly in the 11 second club (character animation competition)

INTERESTS: Animation and Illustration (Attended Annecy Animation Fest in both 2011 & 2012), Sketching and Painting, fitness