

James Hunter

25 Hetley Road, Shepherds Bush, London, W12 8BA. United Kingdom | 07730 275655|
jameshunterscanvas@gmail.com | Website: hunterscanvas.co.uk | linkedin.com/in/hunterscanvas

PROFILE:

I have recently completed an MA Animation at Northumbria University, upskilling and building on my prior knowledge of the craft. Now I am seeking new exciting animation opportunities in the games industry.

Over my years of working on a diverse range of animation projects, I have had the opportunity to become adept in a vast array of tools. My recent work showcases a high proficiency with character acting performance, producing key animation and motion capture data from point cloud to clean up as well as understanding the game engine pipeline and how to interpret animation after it has been imported. I also exhibit the technical understanding and awareness to build custom rigs from scratch.

EDUCATION:

Northumbria University 2019-2020
Animation MA- (*Just completed, not yet assessed, but likely a 1st*)

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: 2006-2009
A-levels: A-C
Applied Art (double Award), Media, Film (AS)

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

WORK EXPERIENCE:

Limbs Alive 2013-2015
Newcastle
Lead Animator (small studio)

- 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.

Barclays

2018- 2019

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 Officer

- 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).

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.

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

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

ACHIEVEMENTS: Music Video Award

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

CURRENT PROJECTS:

- Currently working on a app project that is in early stages with other artists and programmers.
- Independently developing 2D and 3D projects using Unity and Game Maker
- Completing the Masters, and developing my skills with real-time animation and character production