Justin Capes
Animator

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Career Objective

To progress as an animator and artist.

As an enthusiastic, creative hard worker I have always excelled in my studies and creative projects. At University I brought movement into my artwork and discovered that Computer Animation and Character Design are my main strengths and passions.

I have experimented with animation from a young age and have continued to analyse and enjoy the processes. After Graduating my final year project was screened at 'Animex' animation festival and featured in a short film. I was then funded to create original animation concept 'Rustic Dreams' which has been recieved well at festivals around the world. Rustic Dreams enabled me to get Industry experience as an Animator and 3d Artist.

More recently I have commited myself to learning and training in Maya, Zbrush and the Key principles of Animation and drawing. I have also joined the Golden Eye Source MOD team as animator and have been teaching fundamentals in animation and computer packages to Secondary School Art Classes. I continue to animate and progress as a CG Artist and am dedicated to forging a successful career in the games industry.

Technology

- Maya 2010
- Adobe Photoshop CS3
- 3ds Max 9 & Character Studio
- Softimage Xsi
- Illustrator CS3
- Adobe Flash CS3
- Zbrush 3
- Ape game engine and level editor
- Usanimations Toon Boom
- Adobe Premiere & After Effects
- Discreets Combustion
- NDS Usenti Sprite Cutter

Employment / Experience / Training

Realtime UK – Character Animator
June 2010 – 1 Week Freelance

Quadruped Animator on undisclosed Xbox 360 Title.

Golden Eye Source - Animator
November 2009 – Present

Source Engine MOD recreating the N64 Classic 'Golden Eye 007'. My duties are Animating in game character actions in Xsi and exporting for the Source Engine for the Golden Eye Source Team.

Escape Studios – Maya Core & Zbrush Fundamentals
November 2008

Escape Studios Maya Core course has been developed by leading industry professionals and teaches the complete fundamentals of Maya. The course follows the industry proven structure, giving a break down of each subject and all the tools used.

Seed Animation Studio – CG Animator – UK TV Gold indents
July 2008

Animated, setup, lit and rendered an ocean background for two of the indents. This was freelance work done in Softimage XSi at Seed Animation's previous studio.

HALCH - Animator & 3d Artist – Bob the Builder 2: Festival of Fun
February 2007 – June 2008

Worked from concept to completion on the Nintendo DS and PS2 game based on children's TV license 'Bob the Builder 2 – festival of Fun'. I acted as animator and 3d artist working most of the time on the PS2 version. The game consists of a collection of mini-games that cover a broad spectrum of game types, an existing art style and creative technical demands. This game has been released.

I also created animations for an original IP project pitch.

HALCH – Storyboard Artist & 3d Character Artist – MTV Animation
July 2007

I worked as storyboard and 3d character artist on an MTV animated film directed by Richard Fenwick. The animation was themed with video game visuals parodying a fight sequence where the hero gets beaten up despite the tatical advice of the game commentry.

3RDDC - Animator & 3d Artist – Beverly Hills Cop PS2
February 2006 – December 2006

Worked on PS2 game based on film license 'Beverly Hills Cop' as animator and 3d character artist. The game is a first person shooter and has been released**.**

The Digital City – Rusted Films - Director, editor & Animator
*June 2004 – Jan 2005*

After graduating from my degree I applied for a Digital City development fund to produce an animation project I had done pre-production work for in my spare time. The Porject was accepted after our presentation. 'Rustic Dreams' has been received well at animation festivals, digital arts evenings and television.

Education

1ˢᵗ BA Computer Games Design - University of Teesside (UK) – 2001 – 2004

Including such modules as:

Game Animation
Character Animation
2d Character Animation
Animation principles 1 & 2
Post production
Computer Animation Technology – Softimage Xsi
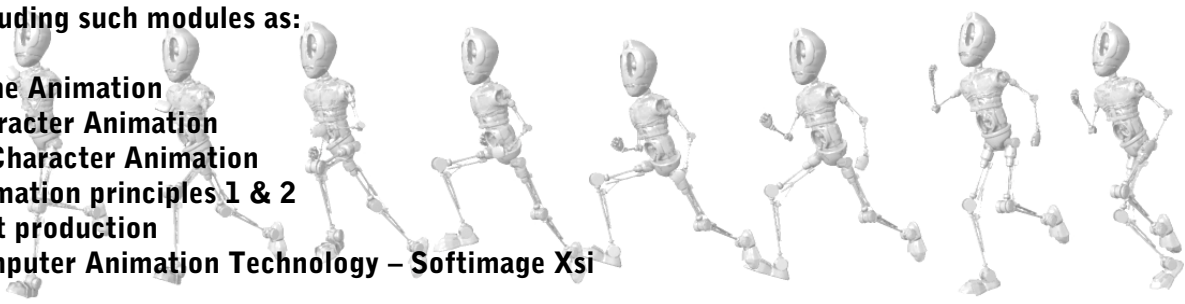
A – Levels – Driffield School – 1999 – 2001

Art & Design   - A
English   - A
Economics   - C

10 GCSE's – Driffield School – 1994 – 1999

Interests

The arts of which I love cinema, animation, games, reading, stand up comedy and comic books. I keep myself active creatively by drawing animation concepts, devising characters and writing. I have also been involved in zero budget film productions at weekends. I also enjoy keeping up with current affairs in the news and having discussions with friends.

I am spending a lot of time doing training exercises in Maya and studying video tutorials and analysing workflows. I am also studying traditional 2d animation and improving my drawing skills.

The video games I play at the moment tend to be first person shooters, of the current generation of consoles I own an xbox 360, DS and a Wii. My favourite video games are Golden Eye, Super Mario World, GTA 4, Man Hunt 2, Nights into Dreams, Sega Rally, F-Zero-X, Super Mario kart, Jet Force Gemini, The Orange Box, Bioshock, Left 4 Dead, Ocarina of Time, and recently Battlefield Bad Company 2.