

Accomplished animation leader with extensive experience in animation industry, overseeing projects from concept to successful completion. Proficient in wide range of animation techniques and software, including Maya, XSI, Photoshop, 3D Equalizer, Shake, and Fusion, ensuring high-quality animations and visual effects. Demonstrated leadership by directing and guiding animation teams to deliver exceptional work, maintaining project timelines, and meeting client expectations. Proven track record of successfully managing animation pipelines, implementing best practices, and optimising workflow efficiencies for seamless production processes. Recognised for creativity, adaptability, and strong eye for detail, resulting in visually stunning and engaging animation sequences across various genres and platforms. Acclaimed for animation work on award-winning projects, including short films and commercial campaigns.

Areas of Expertise

- Character Animation
- Visual Effects (VFX)
- Artistic Direction
- 3D Animation
- Project Management
- Digital Art & Illustration
- Character Rigging & Rig Optimisation
- Animation Pipeline Management
- Creative Conceptualisation
- Technical Troubleshooting
- Team Training & Leadership
- Cross-Functional Collaboration

Professional Experience

Igloo Studios (For Bento Box)

2025 – 2026

- **Animation Director:**
 - Animation Direction on a fully animated children's short film due for release 2026

Blackbird Animation Studios

2023 – 2025

- **Lead Animator:**
 - Lead animation On Ted 2 (Seth Macfarlane),
 - All Her Fault (Dakota Fanning, Sarah Snook)

Rising Sun Pictures

2022 – 2023

- **Senior Animator:**
 - Senior Animator On Sonic 3,
 - Monarch-Legacy of Monsters (Kurt Russel)

M2 Animation, Thailand/Denmark/Mumbai

2018 – 2021

- **Animation Director:**
 - Oversee animation direction for multiple episodic fully animated series, spanning platforms including NBC, Apple TV, and BrownBag Films.
 - Successfully led and directed cinematic intro for Warhammer Horus Heresy.

Animal Logic Fox Studios, Sydney, Australia

2005 – 2018

Provided artistic and technical direction to animation team. Reviewed and approved animation work, providing feedback and guidance for improvement. Collaborated with director and other departments to ensure animation aligns with project's vision and requirements. Managed and prioritised animation tasks and assignments to meet project deadlines.

- **Animation Department Supervisor:**
 - Functioned as the Animation Department Supervisor on "The LEGO Movie," overseeing the animation department and ensuring efficient production processes, adherence to timelines, and quality animation output.
- **Senior Animator:**
 - Worked as Senior Animator on numerous fully animated and VFX Features contributing to high-quality animation and character performances.

- Held the position of Senior Animator on "Lego Batman" and "Lego Ninjago," Peter Rabbit 1 & 2, Legend of The Guardians demonstrating expertise in character animation and ensuring smooth integration into the overall animation sequences.
- **Lead Animator:**
 - Served as the Lead Animator on "Monk Comes Down the Mountain," overseeing and directing the animation team to achieve the desired visual style and narrative coherence.
 - Held the role of Lead Animator on "Divergent," providing leadership and guidance to the animation team to achieve project goals and maintain high animation standards.
- **Animator:**
 - Utilised animation skills as an Animator on Zack Snyder's 'Sucker Punch,' contributing to the creation of captivating and dynamic animated sequences for the film.
 - Applied animation expertise as an Animator on 'Unbroken,' directed by Angelina Jolie, to enhance the visual storytelling and character development through animation.
- **Previz Artist and 3D Supervisor:**
 - Acted as Previz Artist and 3D Supervisor for 'Knowing' with Alex Proyas, contributing to the pre-visualisation process and supervising 3D aspects to ensure an accurate representation of the director's vision.
- **Lead Lighting TD:**
 - Assumed the role of Lead Lighting TD on Spike Jones' 'Where The Wild Things Are,' overseeing lighting techniques and processes to achieve the desired visual aesthetics and mood for the film.
- **Animation of Secondary Characters and Crowd:**
 - Performed animation tasks for secondary characters and crowd scenes on 'Happy Feet,' ensuring cohesive and engaging animated world that complements the main storyline.
- **Additional Animation Roles:**
 - Contributed as Animator on Zack Snyder's 'Legend of The Guardians,' showcasing skills under the guidance of Eric Leighton.
 - Participated as an Animator on '28 Weeks Later,' creating compelling character animations in alignment with the film's theme and narrative.

Additional Professional Experience

Framestore - CFC, London

- Senior Lighting TD on Harry Potter 3 and 4

Animal Logic Fox Studios, Sydney, Australia

- Lead animator on Matrix Reloaded | Lead Previz Animator on Alexander The Great | Lead animator on Great Raid

GMD, Crow's Nest, Sydney, Australia

- Senior Animator for Local and International Television Commercials

Silver Screen Productions, New Zealand

- Involved in international and local film (Pre-Vis for Lord of the Rings), and television within Pacific Rim

Videolab, Johannesburg, South Africa

- Intensive development of CG effects and animation for local and international commercials and film market in a generic capacity

MAST Information Technologies

- 3D Animator for interactive information kiosks

Tyrrell Oostebroek Advertising

- Layout, conceptual design, corporate identities and story-boarding

Key Projects

- **Lego Movie**
 - Led animation department as Animation Supervisor, meticulously preserving the stop-motion charm envisioned by the directors while optimising workflow, resulting in seamlessly run department and achieving desired animation style for film.
- **Lego Movie 2**
 - Established animation department for "Lego Movie 2" in Vancouver, facilitating seamless production.

- Transferred and adapted facial library from XSI to Maya to align with project requirements.
- Implemented efficient workflows to enhance animation production processes.
- Trained animators in the distinctive Lego animation style while adhering to creative briefs and preserving the charming stop-motion feel from the original film.
- **Peter Rabbit 1 & 2**
 - Currently spearheading the animation of diverse animal characters, showcasing exceptional skills and creativity as Senior Animator in a prominent film production.
- **Lego Ninjago**
 - Successfully executed character and vehicle animations in a loose and unique style for film, surpassing creative standards set by previous projects like Lego Batman and Lego Movie.
- **Monk comes down the mountain**
 - Led and managed team of animators, aligning their work with the director's vision and effectively animating digital doubles, weapons, and effects for impactful and cohesive storytelling.
- **Lego Batman**
 - Took ownership of assigned shots in collaboration with director Chris McKay on a project similar to the Lego movie, effectively animating characters within specific scenes while creatively navigating stop motion rules and implementing strategic "cheating" techniques for more dynamic arm and leg movements, enhancing overall visual appeal.
- **Divergent**
 - Animated the bubble spaceship and various other space vehicles, showcasing creative expertise and contributing to the visual appeal of the film as Senior Animator.
- **Unbroken**
 - Animated fighter planes, enhancing realism and visual impact in assigned sequences, contributing to the overall success of the project.
- **Legend of the Guardians**
 - Animated diverse range of hero characters, including the critical opening sequence of a film, showcasing exceptional creativity and contributing significantly to the project's visual impact and storytelling.
- **Sucker Punch**
 - Animated key sequences for the dragon dream sequence, demonstrating exceptional creativity and skill in bringing the vision to life while enhancing the overall impact of the project.
- **Knowing**
 - Orchestrated and executed pre-visualisation of complex action sequences including train, car, and plane crashes, forest fire, and final end sequence in "Eden," collaborating closely with Alex Proyas, stunt directors, and editorial team both on/off set in Melbourne under Andrew Jackson's expert direction.
 - Additionally, assumed the role of 3D Supervisor at Animal, effectively overseeing and managing diverse 3D teams responsible for animation, lighting, modelling, texturing, and seamless integration into live action, ensuring high-quality output and adherence to project objectives.
- **Where The Wild Things Are**
 - Led and executed the seamless integration of live action footage with advanced 3D face replacement techniques across characters, enhancing overall visual impact and realism for the project.
- **28 Weeks Later**
 - Integrated mocap digital double zombies into live-action footage, ensuring seamless placement, realistic appearance, and authentic movement as they interacted with the scene and were realistically dismembered by helicopter blades, enhancing overall visual impact.
- **Happy Feet**
 - Oversaw the entire scene assembly process, ensuring seamless transition to the lighting phase by identifying and addressing errors and issues, while heading a central production hub.
 - Played key role as a Crowd TD, responsible for mocap animation layout and timing for all characters (excluding heroes), collaborating closely with renowned director George Miller and the Crowd director to achieve optimal results.
- **Harry Potter 4**

- Orchestrated the setup, construction, and illumination of complex underwater shots, elevating fully CG environments to their final polished state as Senior Lighting TD.
- **Space Odyssey**
 - Enhanced visual appeal and ambiance of spaceships, planets, and environments, elevating overall aesthetics and immersion in the projects.
- **Harry Potter 3**
 - Executed lighting and rough compositing for key Hippogriff shots in the film, notably capturing pivotal moments such as Harry's first encounter and interaction with the Hippogriff, enhancing the overall cinematic impact and storytelling.
- **The Great Raid**
 - Led animation and particle FX sequences, simulating realistic explosions, debris, gunshots, and gore for a war film starring Benjamin Bratt, shot in North Queensland, Australia.
- **Matrix 2 Reloaded**
 - Led and executed complex animation sequences for "The Matrix Reloaded," including intricate character animations, lighting effects, and distinctive visual elements like the twins' phasing, smoke and debris animations, and power ripples, enhancing pivotal scenes and contributing to the film's visual impact.
- **Lord of the Rings**
 - Completed previz work on waterfalls for Rivendell at Silverscreen New Zealand, showcasing strong visualisation and planning skills (Uncredited).
- **The Little Unicorn**
 - Spearheaded sequence lighting, particle effects, character animation, and opening title animation as Senior Animator for the British film "The Little Unicorn," featuring acclaimed stars George Hamilton, Joe Penny, Emma Samms, and Christopher Atkinson.
- **The Last Leprechaun**
 - Animated explosion scenes and crafted the look and feel of debris and explosions, showcasing expertise as a lead animator, and also contributed to the creation of the Opening Title in the movie.
- **Pirates of the Planes**
 - Conceptualised, designed, and executed the animation and visual aesthetics of 3D clouds that seamlessly enveloped a Pirate ship, effectively portraying time travel sequence.
- **Merlin 2001**
 - Animated and lit skeletal ghosts for a critical scene in a film, contributing to the eerie atmosphere and enhancing the storyline, with on-set bluescreen direction, featuring renowned actors Craig Scheffer and Tia Carere.
- **Dazzle**
 - Led animation, lighting, and tracking of fairy wings and directed blue screen sequences for a fairytale movie centred around a mentally struggling fairy, ultimately acquired by Disney.

Education & Credentials

High School Certificate with distinction | Highlands North Boys High, Johannesburg

University Entrance

Graphic Design and Fine Art Diploma

Honours

Animated key sequences for the award-winning short film "Major Damage" by Chris Bailey (Disney) and Doug Cooper (DreamWorks), produced by Kellie-Bea Cooper, showcasing exceptional animation skills and contributing to film's success.

Acting Experience

Showcased acting talent in international commercial campaigns, including Singapore Airlines' King Kong in New Zealand, Tui Beer in New Zealand, and Steers Burgers in South Africa.

Technical Skills

Maya, XSI, Photoshop, 3D Equalizer, Shake, and Fusion