

John Sollows

Technical Animator

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Shipped Titles

- **Timeless Gems** - Rigging, animation polish, art pipeline management(including rendering), VFX, trailer production.
- **Ooka Island Adventure** - Rigging, creature animation, art pipeline/implementation, visual effects, modeling, trailer production.
- **National Geographic: My Ocean**- Rigging, animation polish, VFX.
- **History Channel: Top Shot**- Rigging

Skills

- **Rigging & Animation**
- **2D & 3D Visual Effects**
- SVN & Git
- Compositing & Video Editing
- Modeling & Texturing
- Artistic Anatomy
- CSS & HTML
- **3DS Max**, Maya , Softimage
- **Unity3D**
- **Photoshop, After Effects**, Flash, Premiere
- **ToonBoom**
- Tortoise SVN, Smart Git
- **Custom Rigs, Character Studio**, Puppetshop, CAT

****Bold** indicates areas of focus*

Experience

Artist, Telos Entertainment

Charlottetown, PE. 2010-PRESENT

Hired as a 3D generalist after completion of Game Garage. Promoted to Technical Artist, working closely with Animation Lead to develop rigging systems, implement art and guide the learning of other artists. Later appointed Art Lead, gaining experience speaking with clients, and giving useful feedback.

Responsibilities

- Rigging & Animation
- Modeling & Texturing
- Visual FX (3D & 2D)
- Video Editing & Compositing
- Art Pipeline Documentation
- Training new artists
- Artist Feedback and Client Relations

3D Artist, IMA* Game Garage (Interactive Media Alliance)

Charlottetown, PE. 2010

Project: A 3d side-scroller with 3 playable characters, 2 enemy types, and modular level design. Each team member had input on design elements and scope.

Engine: Unity 3D

Education

Responsibilities

- Provide input on design and scope limitations
- Design, create, rig and implement character art
- Visual effects (3D)

3D Artist Intern, CSRIC* (Child Safety Resource and Innovation Centre) Miramichi, NB. 2010

Project: An Island sandbox adventure, designed to engage kids and teach basic safety skills.

Responsibilities

- Modeling, Rigging, Animation, and Implementation (Unity3D)
- Working with Unity3D's Terrain System.

NBCC(New Brunswick Community College) **Miramichi** 3D Art: Technical Animation. 2008-2010

An interest in game cinematics guided the selection of 3D course. Course began in Maya, but switched to 3ds max after 2 terms.

Learned

- Basic game design
- Modeling & texturing
- Rigging & animation
- Rendering, compositing, and sound design

Art Fundamentals. 2007-2008

Though not a course prerequisite at the time, a fundamental knowledge would prove helpful to future studies & employment.

Learned

- Colour theory & art history
- Life drawing & anatomy
- Acting & storytelling
- 2d Animation principles
- Perspective & Composition
- HTML & CSS

Digital Tutors Various Courses. 2012-PRESENT

A subscription to Digital Tutors has facilitated continued learning and on the job troubleshooting. A list of acquired Certifications is available upon request.

References

Available upon request.