

Bruce Creevey

Animator

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Profile

I have been involved with CG for over 15 years and since 2005 I have been employed as an animator, creating character performance for a variety of delivery platforms. Over that time I have gained experience in feature film, TVCs, children's series, and games animation while also acting in education and other CG roles.

Skills

Animator and other CG

- Ability to animate in all styles with specialty in character performance and creature animation
- Video production and editing
- Excellent communicator, both verbal and written.

Supervisor

- Lead and supervise artists in line with the director's vision on a day to day basis
- Assign tasks to artists based on individual strengths and weaknesses
- Ensure that teams receive assets required to meet project deadlines
- Ensure project deadlines are being met and reassign tasks as necessary
- Test assets for feature requirements and pipeline compliance
- Diagnose technical issues and either solve personally or delegate to appropriate resource

Educator

- Provide training and feedback to students in both group and one-on-one environments
- Create and deliver workshops for student participation
- Provide feedback on unit effectiveness to the course development team

Highlighted Projects



References

Raphael Pimentel, Animation Supervisor, Luma Pictures, Australia – <mailto:raphaelp@luma-pictures.com>

Vince Cirelli, VP / Senior VFX Supervisor, Luma Pictures, USA – <mailto:vince@luma-pictures.com>

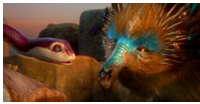
Simon Pickard, Animation Director – <mailto:mail@simonpickard.com>

Employment History

- 2015-Current** *Games Development Tutor at Art Intelligence, Melbourne, VIC*
Act as both on-line and classroom tutor for Diploma of Interactive Games
Provide guidance to students on a one-on-one basis as needed
Create and present workshops to students in a group environment
Grade student assessments
Provide feedback on unit effectiveness to the course development team
- 2014-2015** *Lead Animator at Luma Pictures, Melbourne, Victoria*
Lead and supervise up to 3 teams of animators for the TV series "The New Adventures of Figaro Pho"
Ensure animation style stays consistent and to the Director's vision
Assign shots to animators based on individual strengths and weaknesses
Ensure that each team is on track for meeting deadlines and reassign shots as necessary
Ensure that teams receive assets required for shots in a timely manner
Test rigs for animation readiness and provide feedback to rigging department
Liaise with other departments ensuring that assets moving in and out of animation are pipeline compliant
Diagnose technical issues and either solve personally or delegate to other departments
Create additional film animation as required, including for the feature "Ant-Man"
- 2013-2014** *Games Development Tutor at ACTE Group, Brisbane, QLD*
Act as on-line tutor for Diploma of Interactive Games
- 2013** *Senior Animator at Flying Bark Studios, Sydney, NSW*
Create creature/character performance animation for the feature "Maya the Bee"
- 2013** *Lead Animator at Luma Pictures, Melbourne, Victoria*
Lead a large team of animators for the feature "I, Frankenstein."
Create creature/character performance animation for the feature "I, Frankenstein."
Ensure animation style stays consistent and to the Director's vision
Ensure that teams receive assets required for shots in a timely manner
Diagnose technical issues and either solve personally or delegate to other departments
- 2012** *Digital Artist – Animation at Animal Logic, Sydney, New South Wales*
Create creature/character performance animation for the feature "Walking With Dinosaurs."
Create creature/character performance animation for the short animated film "Coca-Cola: The Polar Bears."
- 2011 – 2012** *Senior Animator at Flying Bark Studios, Sydney, New South Wales*
Create creature/character performance animation for the feature "Blinky Bill." (pre-production)
Work with the director in defining animation style for each character
Test rigs for animation readiness and provide feedback to rigging department
- 2011** *Animator at Dr D Studios, Sydney, New South Wales*
Create creature/character performance animation for the feature "Happy Feet 2."
- 2010** *Lead Animator at Liquid Animation, Brisbane, Queensland*
Lead a team of animators for the web series "Polly Pocket."
Create creature/character performance animation for the web series "Polly Pocket."
Ensure that teams receive assets required for shots in a timely manner
Diagnose and fix technical issues on the fly.
Ensure that the team is on track for meeting deadlines and reassign shots as necessary

- 2009 – 2010 *Digital Artist – Animation at Animal Logic, Sydney, New South Wales*
Create creature/character performance animation for the feature “Legend of the Guardians.”
- 2005 – 2009 *Character Animator at Liquid Animation, Brisbane, Queensland*
Create CG animation for TVC, games, and other projects
Work in a variety of roles including animation lead, modeler, rigger, finisher and production coordinator
- 1997 – 2005 *Freelancer – animation, video production and editing, compositing, multimedia authoring*
Create visual media including animation, video editing and production, and multimedia authoring
- 1995 – 1997 *Video editor at Brilliant Images, Crows Nest, New South Wales*
- 1988 – 1995 *Graphics Administrator, KPMG, Sydney, New South Wales*

Reel Breakdown



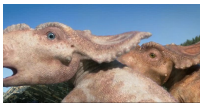
Legend of the Guardians

All character performance except crows in some shots



Happy Feet 2

All character performance for Beachmaster and Pups
Facial performance for Penguins



Walking with Dinosaurs
3D

All creature animation



I, Frankenstein

All creature animation