

James Fearn-Wannan...

Contact

39 Dunne Street
Brighton
Queensland 4017
AUSTRALIA

Ph. Home	(07) 3869 3875
Ph. Mobile	0433 476 266
Email	jimrod@gmail.com
Website	james.fearn-wannan.com
Date of Birth	27 December 1987

Education

Bachelor of Fine Arts (Animation) (2008) Queensland University of Technology

- Developed skills with graphic software packages
- Developed skills in traditional art disciplines and hand-drawn animation
- Studied numerous other fields in the creative industries such as
 - Sounds and music design
 - Art, film and animation history
 - Composition and perception of multimedia
- Graduating film received the “Creative Industries Award for Best Film: for the most outstanding film of the 2007 graduating class of the Bachelor of Fine Arts in Animation” (for *Lovesong*) with subsequent inclusion in Queensland University of Technology’s “Shape of Things to Come” exhibition
- Included in the Queensland University of Technology Creative Industries [Dean’s List for Excellent Academic Performance, Semester Two 2007](#)

Employment History

The Creative Assembly Australia Junior animator on “Stormrise”; contract from August 2008 to February 2009. Responsibilities included:

- General animation (character, vehicle and cinematic)
- Managing and exporting game assets (including writing MaxScripts to prepare art files for this process)
- Creating rag doll objects for all the characters in the game as well as working with programmers to integrate the Havok rag doll physics system
- Skinning and rigging
- Assisting with motion capture sessions
- Overseeing a small team performing various administrative procedures
- Documenting my developed procedures

Software

I am capable in the following software packages:

- Autodesk Maya
- Autodesk 3DS Max
 - *Biped* character animation system
 - Havok Reactor physics simulation system
- Autodesk Motion Builder
- Adobe Photoshop
- Adobe After Effects
- Blender
- GIMP
- Havok physics/rag doll system
- MaxScript
- Perforce revision control system

10 February 2009

To Whom It May Concern:

This serves to confirm that James was employed by Creative Assembly as a contract junior animator from 25 August 2008 – 10 February 2009.

During his time with us, James displayed a solid ability to easily adapt to and understand our in-game animation system, and as such was able to add value in a short space of time.

James was primarily responsible for animating a sub-set of our in-game units but also assisted with animation tweaking of our cinematic characters, which included rigging and skinning fixes.

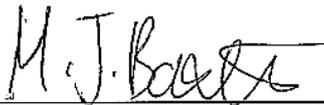
James showed commitment, enthusiasm and solid work ethics and as such, we would gladly recommend him and know that he would succeed in any role he pursues.

Due to our project coming to an end, there was not sufficient work available to sustain his contract employment.

We wish James all the best for his future work endeavours.

Please do not hesitate to contact us, should you require any additional information.

Your Sincerely



Mike Baxter (Mr.)
Creative Assembly – Animation Lead
(07) 3252-1359



Ashley Parker (Mr.)
Creative Assembly – Producer
0439-754575

February 10th, 2009

Mike Baxter
Lead Animator
The Creative Assembly
Level 1, 47 Warner Street,
Fortitude Valley,
Queensland,
Australia

To whom it may concern,

I highly recommend James Fearn-Wannan, who worked as a Junior Animator at The Creative Assembly (Australian Studio) between 25/08/2008 and 10/02/2009.

James soon became a valuable and highly reliable asset to the animation team. He learnt our procedures and tools with surprising speed. His animation skills are mature for someone of his experience and I soon came to treat him as more than a junior. He has a natural flair for technical problem solving, which was extremely useful in the last days of our production cycle.

I can only see James becoming more valuable as he builds his experience over the coming years.

I regret having to let James go at the end of our current production cycle but such is the nature of the games industry. Essentially, if you don't hire him... I will, as soon as our next production allows us ;).

For further information, please do not hesitate to contact me.

Yours sincerely,

Mike Baxter