

ALEX TAVENER

RIGGING TD | ANIMATOR

WEBSITE/SHOWREEL: WWW.ALEXTAVENER.CO.UK
E-MAIL: A_TAVENER@HOTMAIL.COM PHONE: (+44)7833569360

SKILLS

ROLE SPECIFIC

- Capable of realistic & stylised animation/rigging for both games and VFX.
- In-depth knowledge of Python and code structure.
- Deep understanding of anatomy.
- Sociable, easy to work with.

SOFTWARE

- Maya
- Zbrush
- Uv Layout Pro
- Python
- 3d Coat
- Adobe Premiere Pro
- MEL
- Mudbox
- Adobe Animate
- nCloth
- Photoshop
- Unity
- Nuke
- After Effects
- C#

PROJECTS

Auto-Rigging Toolset with PyQt GUI

[July 2016 - Present]

- As a constantly on-going project; I am working to develop and improve a series of modular scripts to automate the key features of character, vehicle and prop rigs. Using python-based class structures I am able to produce rigs quickly with the flexibility to go back and refine or re-use previous rigs using an intuitive GUI.

BFX Competition - Director & Rigger

[7th June 2015 - 28th August 2015]

- Worked with a team of 4 highly skilled students (The Mippets) for 7 weeks to produce a 30 second animation piece for the national BFX competition 2015. Six Awards won. <http://vimeo.com/106957638>



WORK EXPERIENCE



DNEG, London - Creature TD

[7th November 2016 - Present]

- Responsible for creating creature animation rigs for VFX feature films such as; 'The Avengers', 'Wonder Woman' and 'Venom'. Produced and maintained creature body and face rigs, prop rigs, vehicle rigs, simulation and FX,.



Industrial Light & Magic, London - Work Experience

[18th January - 22nd January 2016]

- Invited to spend a week at ILM for general work experience and overview of the rigging and animation pipeline. Introduced to bespoke software/tools.



Mojo Bones, Croydon - Lead Rigger & Animator

[2nd November 2015 - 5th November 2016]

- Producing all rigs and animation for the upcoming PC and Console game 'Impact Winter'. For More Info: www.impactwinter.co.uk



Method Studios, Vancouver - Rigger

[6th Septemeber - 25th Septemeber 2015]

- Worked closely with the CG supervisor and the Rigging Supervisor, responsible for building robust and efficient rigs on multiple feature films using in-house auto rigging tools. Produced rigs for crowd FX and keyframe character animation.

EDUCATION

University: Bournemouth University:

[September 2012 - June 2015]

- BA(Hons) Computer Animation Arts - (Received a 2:1)

REFERENCES

Theodore Facey (Double Negative - Head of Creature Development) tdf@dneg.com

Dan Kim (Method Studios - Rigging TD) Dan.Kim@methodstudios.com