

# JD van der Merwe

**16 Felixstowe Close  
Lower Earley  
Reading, RG6 3UF  
Email: [jd@aserash.com](mailto:jd@aserash.com)  
URL: [www.aserash.com](http://www.aserash.com)  
Mobile: 0784 954 1734**

---

## **Personal Profile**

JD is an accomplished Maya generalist who specialises in characters from modelling through texturing, rigging/set-up and animation; and hard surface modelling. He is highly flexible and can turn his hand to even highly experimental projects. He has also done extensive digital colouring with Adobe Photoshop, digital set design and lighting, and compositing using Adobe Aftereffects and Adobe Premier.

He has had his work broadcast on Zone Horror in the UK and Zone Fantasy in Italy and on the internet as part of the Volkswagen UK website. One of his projects was even made into a giant animatronic NFL player for the NFL promotion in Trafalgar Square.

## **Career History:**

### **Freelance 3D Modeler**

April 2007 – March 2008

**Artem Digital, Perivale, London.**

*Job Description:*

- Remodeled cars from reference for advertising purposes
- Worked cross-platform between Maya, Lightwave and an in-house modeling package.
- Repaired other artists' models when sent back by the client.
- Created other models as needed, including the NFL player.

### **Freelance CG Artist**

Aug 2007

**Payne Halt Productions, Ladbroke Grove, London.**

*Job Description:*

- Created an animated short for use at the Investec conference in 2007.
- Worked to a tight deadline and budget.
- Modeling, texturing, animation and rendering.

### **Part-Time Lecturer**

Oct 2006 – Feb 2007

**Thames Valley University, Ealing, London**

*Job description:*

- Taught second year 3D Character Animation
- Wrote new tutorials and upgraded old ones for clarity and new techniques
- Lectured 3 separate classes
- Did my own marking and formative feedback.

**Freelance CG artist**

Sept 2005 – Jan 2007

**Zone Vision, Queens Park, London.**

*Job description:*

Series of Christmas idents for the *Zone Horror Channel*

- Was responsible for the majority of character design
- Did all of the colouring/texturing, the rigging and majority of the animation.

Ident for the Italian *Zone Fantasy Channel*.

- Created a CG lamppost that had to eat a live-action actor on a live-action background plate.
- Camera tracked the scene in Adobe Aftereffects.
- Composited scene in Adobe Aftereffects.

**Creative Director and Programmer,**

Jul 2001 – Jun 2002

**Fireball Studios, Pretoria, South-Africa.**

*Job description:*

- Responsible for all modeling, rigging, texturing, animation, design, concepts, music and some programming for the 3D educational games development team.
- Working closely with the lead programmers.

**Lead test programmer**

Jul 2000 – Jul 2001

**Aritech SA, Cape Town, South-Africa.**

*Job description:*

- Updated existing test software to run fire panel pc-board test beds.
- Wrote new components for this software that would test new functionality on certain boards.
- Writing input-output procedures to test the communications of the microchips fitted on certain boards.

**Web designer**

Mar 2000 – Apr 2000

**Full Circle, George, South Africa.**

*Job description:*

- Designed a web-based proposal and presentation for fund generation. It had to be small (less than 1MB), attractive, informative and faxable.

**Key skills:**

Animation  
Modeling  
Rigging/Setup  
Texturing  
Digital Colouring  
Digital set design  
Lighting

**Software:**

Alias Wavefront Maya	4 years
3D Studio Max	2 years
Adobe Photoshop	4 years
Adobe Aftereffects	4 years

Adobe Premier	4 years
Macromedia Director	2 years
Macromedia Dreamweaver	4 years
Programming	2 years

(C\C++, Delphi, HTML, Javascript, SQL, 4GL, Labwindows CVI, ASP)

**Education:**

**BA (First Class Honours) Degree in Digital Animation**

London College for Music and Media (Thames Valley University),  
Ealing, London: 2003-2006

**Diploma in Computer Science with Distinction (Cambridge Certified)**

Crux Computer Training Institute,  
Pretoria, RSA: 1999-2000

**Secondary education** at Outeniqua High School, George RSA (1993-1997) 6 Matric passes (A-Level equivalent)

**Hobbies and Interests**

In my spare time I am writing a fantasy novel, playing cricket and maintaining the club website. I also keep myself busy with several art projects, both digital and non-digital. I grab any opportunity to try a new creative direction.

References available upon request