

JD van der Merwe

Email: jd@aserash.com

URL: www.aserash.com

Mobile: 0784 954 1734

Animation Showreel: www.aserash.com/VGShowreelAnim09.html

Rigging Showreel: www.aserash.com/VGRigNov2008.html

Personal Profile

I am an accomplished Maya generalist who specialises in characters from modelling through texturing, rigging/set-up and animation; and hard surface modelling. I can be highly flexible and can turn my hand to pretty much any project. I have also done extensive digital colouring with Adobe Photoshop, digital set design and lighting, and compositing using Adobe Aftereffects and Adobe Premier.

I have had my work broadcast on Zone Horror in the UK and Zone Fantasy in Italy and on the Internet as part of the Volkswagen UK website. I have been published on modeling the human face in [The Secrets of Digital Animation](#) by Steven Withrow.

One of my projects was made into a giant animatronic NFL player for the NFL promotion in Trafalgar Square. I am also an experienced C++ programmer and have excellent computer skills.

Career History

Masterclass Lecturer

Thames Valley University, Ealing, London

May 2009

Job description:

- Taught a third year 3D Character Animation masterclass.
- Held an intensive question and answer session with live demonstrations in Maya.

Governance Analyst

RPA, Reading

Aug 2008 – May 2009

Job description:

- I simplified a tracker in Excel that described the workflow for all projects within the Programme and Projects Directorate.
- I kept the tracker up to date and ensured that programme and project managers adhered to the workflow agreed by management.
- I proof read business cases to ensure they complied with the standards of the approval boards.
- I was responsible for making sure that managers met their deadlines and that all documents reached the appropriate approval boards on time.

Freelance 3D Modeler

Artem Digital, Perivale, London.

April 2007 – March 2008

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 an NFL player.

Freelance CG Artist**Payne Halt Productions, Ladbroke Grove, London.**

Aug 2007

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**Thames Valley University, Ealing, London**

Oct 2006 – Feb 2007

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

Sept 2005 – Jan 2007

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

Jul 2001 – Jun 2002

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

Jul 2000 – Jul 2001

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

Mar 2000 – Apr 2000

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:

Maya	Advanced
3D Studio Max	Intermediate
Mudbox	Advanced
ZBrush	Beginner
Adobe Photoshop	Advanced
Adobe Aftereffects	Intermediate
Adobe Premier	Intermediate
Macromedia Director	Beginner
Macromedia Dreamweaver	Intermediate
Microsoft Office Suite	Advanced
Programming (C\C++, Delphi, HTML, Javascript, SQL)	Intermediate

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