

JD van der Merwe

URL: www.aserash.com

Animation Showreel: <http://www.youtube.com/watch?v=-3f1PTYiGlc>

General Showreel: www.youtube.com/watch?v=HL2Zer81JA8

Rigging Showreel: www.youtube.com/watch?v=WZawuhAj_ak

Personal Profile

I am an accomplished Maya generalist who specialises in animation and modelling, but has considerable skills in texturing, rigging/set-up and rendering as well. 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, Zone Fantasy in Italy, on German TV as an O2 commercial 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 I have started using MEL. In my spare time I constantly create new CG elements for personal projects. I am eager to learn.

Career History

Animator

Pipe Dreams 3D

October 2010 – April 2011

Job Description

- Animation of various characters and animals for advertising pre-visualisations
- Animation of the company showreels for characters and animals
- Working to strict deadlines
- Creation and clean-up of motion capture data
- Adjustment and re-animation of motion capture data to suit client expectation

Modeler

Tangerine Films, Pinewood Studios

June – August 2010

Job Description

- Modeling elements for the launch promotions for a new Land Rover model, from digital or photographic reference.
- Cleaning up and lowering the poly-count on geometry from other sources, including re-topology and cleaning edge-loops.
- UV mapping geometry.
- Organising scenes for ease of configuration when rendering.

Modeler/Renderer

Sweet CGI, Pinewood Studios

November 2009 and February 2010

Job description:

- Modeling environments and other elements for a series of Best-Buy commercials to be used with live-action plates.
- Creating special effects for the advertisements.
- Rigging and animating a fully CG character as a test case.

- Rendering environments strictly in accordance with the Best-Buy brand.
- Modeling, texturing and rigging characters and environments for several side projects.

Modeler/Renderer

Partizan, Soho, London

November 2009

Job description:

- Modeling and shader work on a German O2 commercial.
- Setting up renders and render layers to tie the CG in with the live-action background plates.

Masterclass Lecturer

Thames Valley University, Ealing, London

May 2009

Job description:

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

Freelance 3D Modeler

Artem Digital, Perivale, London.

April 2007 – March 2008

Job Description:

- Remodeled cars from reference for Volkswagen online configuration utility.
- 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, rigging, texturing, animation and rendering.

Part-Time Lecturer

Thames Valley University, Ealing, London

Oct 2006 – Feb 2007

Job description:

- Taught second year 3D Character Animation, including rigging, modeling and 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.

**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 fax-able.

Key skills:

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

Software:

Maya	Advanced
3D Studio Max	Intermediate
Mudbox	Advanced
ZBrush	Intermediate
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
MEL	Beginner

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, improving my knowledge of Zbrush and MEL and creating my own animated TV series. I grab any opportunity to try a new creative direction.

References available on request.