Adam Harper

Curriculum Vitae

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Personal Profile

I am a creative, motivated and versatile animator with a wide range of skills throughout animation, rigging, modeling, composition and visual effects. I have worked as a 3D generalist, though I specialise in character animation.

I have had an interest in animation from a very young age, and though having initially pursued a more scientific career, I feel this has given me a fairly unique experience of integrating both artistic and technical skills.

Skills

Autodesk Maya

- Modeling, texturing, lighting, rigging, animation
- Using dynamics to create physically realistic animation
- Writing expressions in order to assist rigging and animation
- Converting and exporting animation for use in simpler file formats
- Rendering

Adobe After Effects

- Compositing using render passes
- Integrating 3d scenes from Maya
- Using expressions and 3rd-party plugins to create visual effects
- Using audio to create audio-triggered visual effects
- Rotoscoping and green-screen work

Photoshop

- A vast array of image editing skills

Also Experience with

- Adobe Flash, Illustrator, Premiere Pro, Dreamweaver
- Toon Boom, AutoCAD, Rhinoceros 3D, Propellarheads Reason, Ableton Live, Microsoft Office Suite, Cinema 4D, 3D Studio Max
- Good knowledge of HTML and CSS

Other Skills

- Character design, storyboarding
- Stop-motion, cel and cut-out animation
- Art direction and editing
- Audio recording, editing and production

Education and Qualifications

2008 – 2011 London Metropolitan University, BA in Computer Animation (1st Class honours)

2005 – 2008 University of Sheffield, MEng course in Civil & Structural Engineering (not completed)

1998 - 2005 Roundwood Park School, Harpenden

- 3 A-levels, 1 AS-level and 8 GCSEs

Employment History

August 2011 - July 2014: Zappar Ltd, London - Artist

Working full-time on a permanent contract as an artist/3D generalist- creating and manipulating 2D and 3D assets to be used within the company's in-house augmented reality platform for use in bespoke apps for a variety in clients.

This would primarily consist of:

- Modeling, Rigging and Animating 3D characters and objects in Maya
- Creating and baking lighting into textures for the 3d models using Maya and Photoshop
- Creating and modifying 2d assets in Photoshop, and rigging and animating 2d characters in Maya
- Exporting these assets into a file format for use within the platform

Also

- Composing and recording music for the apps
- Assembling the assets into the platform using simple xml code

The apps created for clients would generally consist of interactive animations and mini-games.

2009 - 2011: Sword Security, London

Event stewarding at Wembley Stadium

2008 - Date: Self-employed music producer and DJ

Experience of self-promotion and working with other creative individuals

2004 - 2008: Connecting People, St. Albans, Herts

Temp agency - warehouse and logistics work

Achievements

2009 - 3rd place prize for music video competition on AK Music Videos for animated video, 'Aydio – Zinc'

Hobbies and Interests

In addition to animation and motion graphics, I also have a keen interest in music. I also enjoy partaking in and following a variety of sports.

Additional Information

Full UK driving licence since 2005 (no convictions)