

www.bendelow.com  
+44 (0)7798 75 78 79  
gary@bendelow.com  
Skype id: - bendelow  
<https://uk.linkedin.com/in/bendelow>

**Gary Bendelow BA (Hons) 2:1 Graphic Design, Leeds Metropolitan University '92**  
*Artist/Animator*

A traditionally trained artist & animator with games industry experience since 1996. Acquired a diverse range of skills with a tenacious approach to problem solving and a passion for achieving the highest artistic standards possible. An enthusiastic artist with a strong belief in the fundamental basics of creativity. Experienced as a team lead and tutor.

**Experience:**

- Lead Animator
- Character/Creature Animator
- Animation & Life drawing Tutor
- Character Rigging
- Character Modelling & Texturing

**SOFTWARE:**

- Autodesk Ultimate Creative Suite
- ZBrush
- Adobe Creative Cloud

**WORK HISTORY:**

**September 2003 – present**

**Gecko Studios Ltd**

*(self employed – contract/freelance animation)*

**Client: - Sumo Digital**

**Project: - Nike+ Kinect Training**

**Formats: - Xbox**

**Motion Capture Animator (3DS Max – character studio)**

- Motion Capture clean up. Working with processed data involving extensive cleanup of hand & foot planting, extracting and creating clean loops and cohesive blends.

**Client: - Kazoo Creative ( for Sumo Digital)**

**Project: - Dr Who Gun Powder Plot**

**Formats: - PC**

**Lead Cutscene Animator (Maya)**

- Lead Animation + initially working in a Producer role. Team of 7 animators in total

**Client: - Brain in a Jar**

**Project: - Jungle Kartz**

**Formats: - Wii**

**Character Animation & Rigging (3DS Max)**

- Several characters of various sizes and personalities; rigged & animated for fun racing game.

**Client: - Escape Studios (for Th1ng)**

**Project: - Faerie Planet**

**Formats: - iPhone - Unity3D**

**Character Modelling, Rigging & Animation (Maya) FX art (Unity3D)**

- Modelling for Unity3D for mobile app, Optimised rigging
- Engine/Editor FX

**Client: - Motion Picture House**

**Project: - CG Bird**

**Formats: - Film**

**Creature Animation & Modelling (3DS Max)**

- Compositing to live action

**Client: - Game Options Ltd (for Criterion Games)**

**Project: - Need for Speed Hot Pursuit**

**Formats: - PC/PS3/Xbox360**

<http://www.needforspeed.com/>

**Cutscene Animator (in-house software)**

- Ingame cutscene cinematics

**Client: - Ubisoft Reflections**

**Project: - Driver San Francisco**

**Formats: - PC/PS3/Xbox360**

<http://driver.uk.ubi.com/san-francisco/>

**Cutscene Animator (in-house software)**

- Ingame cutscene direction & creation of cinematics

**Client: - Marvellous**

**Project: - Lucozade Sport**

**Formats: - online game**

<http://www.bemarvellous.com/>

**Animator (3DS Max)**

- Full character animation content for online promo game

**Client:** - SuperMassive Games  
**Project:** - - **Start the Party!** + **Tumble**  
**Formats:** - PS3  
<http://www.supermassivegames.com/>

**Client:** - Manthorp  
**Project:** - **SubStop** (bus shelter)  
*Odins Glow regional event*  
<http://www.odinsglow.co.uk/>

**Client:** - The Picture Production Company  
**Project:** - **Harry Potter**  
(Death Eaters Duel)  
<http://www.theppc.com/interactive/>

**Client:** - The Picture Production Company  
**Project:** - **GI Joe** (online game animation)  
<http://www.theppc.com/interactive/>

**Client:** - McCann Erickson Digital  
**Project:** - **UPS widget 2.0**  
<http://www.mccann-erickson.co.uk/digital/>

**Client:** - Unit 9 Ltd  
**Project:** - **Welcome Trust Heart**  
<http://www.unit9.com/>

**Client:** - Climax Games  
**Project:** - **Overlord 2**  
<http://www.climaxgroup.com/>  
**Formats:** - Xbox360/PS3/Wii

**Client:** - EuroCom  
**Project:** - **Quantum of Solace**  
**Formats:** - PS2  
<http://www.eurocom.co.uk/>

**Client:** - Pixel Inspiration  
**Project:** - **Manchester Airport**  
**Formats:** - Broadcast  
<http://www.pixelinspiration.co.uk/>

**Client:** - Brain in a Jar  
**Project:** - **Indianapolis 500 Evolution**  
**Formats:** - Xbox360/Xbox Live

**Client:** - Unit 9 Ltd  
**Project:** - **UPS widget**  
<http://www.unit9.com/>

**Client:** - Pixel Inspiration  
**Project:** - **Manchester Airport**  
<http://www.pixelinspiration.co.uk/>

**Client:** - Gamerholix  
**Project:** - **Dino**  
**Formats:** - PS2  
<http://www.gamerholix.com/>

**Client:** - Flaming CGI  
**Project:** - **Boulevard**

**Animator (Maya)**

- Animation of scene assets
- Animation of front end graphics

**Artist/Animator (3DS Max – character studio)**

- **“..one of the biggest cultural events in the North East”**
- Full creative content production for a projected installation
- Character design, modelling, texturing & animation

**Animator (3DS Max)**

- Character animation
- Cloth effects

**Animator (Maya)**

- Character animation for augmented online game

**Consultant Animator (Maya)**

- Contributing character animation to new site
- Working directly with McCann Digital & liaising with UPS

**Modeller (3DS Max)**

- Modelling & mapping for online 3D engine

**Animator (Maya)**

- Cutscene Animatics

**Motion Capture Animator (Maya)**

- Motion Capture clean up

**Artist/Animator (3DS Max)**

- Customer Information

**Animator (3DS Max & Character Studio)**

- Rigging and animation of all character content

**Lead/Consultant Animator (Maya)**

- **NMA Effectiveness Award 2009**
- Full content animation of website & download
- Working closely with client to create an economical, fully animated website

**Modeller (3DS Max)**

- Modelling, texturing & rigging of 3 characters based on existing client designs

**Animator (3DS Max & Character Studio)**

- Character animation & rendering of in-game character

**Animator (Maya)**

- Character Animation – Arch Visualisation

**September 2005 – October 2007**

**Client: - Lincoln University**

**Course: - Animation BA (Hon's)**

**Client: - Logistik**

**Project: - Electro Pop** (TV Title sequence)

<http://www.logistik.co.uk/>

<http://www.thisisbrandnew.com/>

**Client: - Fluid Solutions**

**Project: - Mr HomeFinder**

<http://www.fluidsolutions.co.uk/>

**Client: - Tonic Games**

**Project: - Free Musica** (game demo)

<http://tonicgames.dk/>

**Client: - Vision Studios LLC**

**Project: - Section8**

(E3 demo – unreal 3 game)

**Formats: - PS3/Xbox360/PC**

**Client: - Sony Pictures Digital**

**Project: - Wheel of Fortune / Jeopardy!** (Online game - unpublished)

**Client: - Sony Pictures Digital**

**Project: - Kung Fu Hustle**

(Blu-Ray DVD game)

**Client: - Unit 9 Ltd**

**Project: - Discovery Elf**

(Online ad campaign)

<http://www.unit9.com/>

**Client: - Game Options Ltd**

(for **Relentless**)

**Project: - Buzz**

(Sony)

**Formats: - PS2**

**Client: - SPC Skyline Ltd**

**Project: - Air Jamaica Safety Video**

(in-flight safety video)

**Client: - Argonaut Software Ltd**

**Project: - CatWoman**

(EA)

**Formats: - PS2/Xbox/GameCube**

**Client: - Argonaut Software Ltd**

**Project: - I-Ninja**

(Namco)

**Formats: - PS2/Xbox/GameCube**

**CG Animation Tutor (Maya) & Life Drawing Tutor**

- Introductory Maya tuition for 1<sup>st</sup> years
- Mentor guidance/tuition for 3<sup>rd</sup> years
- Cinematic lecture series
- Life Drawing Classes
- Co design of animation briefs

**Animator & Modeller (3DS Max)**

- Creation of animated content

**Modeller (3DS Max)**

- Character Model
- Posing & rendering for online marketing

**Lead Animator (3DS Max & Character Studio)**

- Creation of base animations for demo, involving 5 characters. Initially exported for shockwave – game went on to be successfully published

**Animator (3DS Max & Character Studio)**

- Creation of keyframe in-game character & 'creature' animation
- Cutscene animations for game trailer

**Animator & Project Co-ordinator (3DS Max & Character Studio)**

- Management of outsourced modelling work
- Character animation based on existing game.

**Animator & Project Co-ordinator (3DS Max & Character Studio)**

- Management of outsourced modelling work
- Character animation based on film reference

**Animator (Maya)**

- **Award winning campaign 'Send an Elf' & 'Elf banner campaign'**
- Character animation

**Animator (3DS Max & CAT)**

- Ingame character animation using CAT®

*"Gary did some great animation for us as an off-site contractor.*

*Importantly, his communication with the in house team was excellent."*

**David Amor, Executive Director, Relentless Software**

**Lead Animator & Producer (Maya)**

- Managing a team of 7 freelancers – remote & outsourced
- Storyboarding, Animating, lighting & rendering

**Senior Animator (Maya)**

- Character animation of Ingame characters
- Animation of 4 Cutscene

**Senior Animator (3DS Max & Character Studio)**

- Character animation of Ingame characters
- Animation of 'Key holders' & Pysamon level

**January 2000 - September 2003**  
**Argonaut Games PLC.**

**Harry Potter and the Chamber of Secrets**  
(EA & Warner Bros)  
Formats: - **PSX**

**Harry Potter and the Philosophers' stone**  
(EA & Warner Bros)  
Formats: - **PSX**

**The Emperors' New Groove**  
(Disney Interactive)  
Formats: - **PC & PSX**

**February 1997 - November 1999**  
**Impressions UK** *part of Havas Interactive*  
(formally Cendant Software)

**Ultimate Soccer Manager 2000**  
(Sierra/Havas - unpublished)  
Formats: - **PC**

**Pharaoh**  
(Concept work)  
Formats: - **PC**

**Caesar III**  
(Sierra)  
Formats: - **PC**

**Ultimate Soccer Manager 98**  
(Sierra)  
Formats: - **PC**

**October 1995 - January 1997**  
**Revolution Software Ltd.**

**In Cold Blood**  
(Concept work)

**Broken Sword II 'the smoking mirror'**  
(Virgin interactive)  
Formats: - **PC & PSX**

#### **Lead Animator (3DS Max IK/FK)**

- Responsible for main characters.
- Managing a small team of animators.
- Maintaining established animation style.
- Developed new conversation behaviour.
- Storyboarded and improved 'Boss' cutscenes with blends to storybook.
- Providing weekly schedules and directional feedback on work.

#### **Lead Animator (3DS Max IK/FK)**

- Responsible for main characters.
- Developing an animation style in sympathy with the game design, art style and subject matter.
- Managing a small team of animators.
- Developed use of storybook.
- Discussing animation issues with Publishers, Producers, Coders and Designers.
- Developed animation blending with lead Programmer.
- Selecting and interviewing job applicants

#### **Senior Animator (3DS Max IK/FK)**

- Responsible for the main characters.
- Achieving Disney animation Style within confines of the game design.

#### **Lead Animator (3DS Max, Character Studio & Photoshop)**

- Joint design of interface.
- Low polygon modelling of high and low detailed players.
- In-game animations, co-ordination and management of a small team using rotoscoping and Character studio 2.

#### **Animator/Artist (3DS Max IK/FK & Photoshop)**

- Proposal work of character designs.
- Initial design/modelling of housing sprites.

#### **Animator/Artist (3DS Max IK/FK & Photoshop)**

- Redesigning of 3D character for sprite based isometric engine.
- Design and animation of 40% of the characters.
- 10 cut scene FMV'S including 'lose game' animation, modelling, storyboarding and character animation

#### **Animator/Artist (3DS Max IK/FK & Photoshop)**

- Rendered in-game stills using 3d max & Photoshop.
- IK/FK rigging of Cutscene player character
- Character animations for cup win/league win.
- Stills work of other 'celebration' screens.
- Design work for web page.

#### **Animator (3DS Max IK/FK & Character Studio)**

- 3D generic character animations
- IK/FK rigging of test character

#### **Animator (Animator Pro)**

- 2d character sprite animator. Hand drawn animations using 'AniPro'