



Pearse Phillips

Animator, Graphic designer, 3D artist.

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Personal Summary

I am a passionate, driven and talented artist with a large and varied skill set. I have a proven ability to work with clients from around the world on a wide range of projects, done to the client's specifications and worked within a tight schedule. I have an extensive portfolio and have adapted to a number of new skills and software, from animation, game development and programming to graphic design and typography.

Education

Animation mentor

Certificate in Animation, June 2011-January 2013

I studied animation at the renowned Animation Mentor Online School. Tutored by animators from Industrial Light & Magic, Blue Sky and Pixar. I acquired knowledge about their work flows and how they tackled their projects. I received valuable feedback from these industry professionals on a regular basis. I also worked alongside individuals from around the world. Developed skills in conveying criticism, discussing and developing ideas.

I expanded on skills in animation principles, physics and body mechanics and advanced acting.

University of creative arts

Distinction btec national diploma in multimedia, September 2006 – July 2008

Mid Kent college

Distinction in Fine Art, September 2004 – July 2006

Skills

- Has creative flair and a passion for exploring new ideas and concepts.
- Communicating with clients to produce the high quality work based on their specifications.
- Works well with teams and individuals from all disciplines.
- Develops efficient and creative work for clients.
- Works well under pressure to meet deadlines.

Software Experience

- Has extensive knowledge of a range of 3D software including Maya, 3DSMax, XSI, Blender, Mudbox, LightWave, Modo, Silo and Zbrush.
- Highly Experienced with Photoshop, Illustrator and InDesign.
- Has a thorough understanding of Flash, Tvpaint, Blender.
- Worked with Unity, Cryengine and Unreal game engines.

Work Experience

Freelance Graphic Artist, July 2008- present

I developed concepts through to completion based on client's requests. I worked on a number of the tasks within the pipeline, concept art, 3D modelling, rigging, rendering and animation.

The Foundry, Creative Specialist and Modo QA November 2013- March 2014

Interned at the foundry, working with the QA team developing Modo Steam and Modo 701. Worked effectively in a team, and developed several new skills including working with people from all over the world and learning about the process that goes in to software development.

As a creative specialist I worked on new plugins for software, adapting previous work-flows to the new tools that were given to me.

References available on request.