

# **Billy Allison - Animator - [bli@blimation.com](mailto:bli@blimation.com) - +44 (0) 7738 252109**

## **Summary**

An animator from Yorkshire, studied traditional animation at Newport Film school Wales in 1984-1986, worked on several kids animated kids shows and TV commercials, started in games in the early 90s and has occasionally moved back into animating on television shows.

## **Link to online demo reel:**

<http://blimation.com/showreel>

## **Specialities:**

Animation of 2d and 3d CG characters, especially cartoon style, motion capture actor direction.

## **Skills & Expertise**

Traditional Animation, 3D CG Animation, Character Animation, Maya , 3D Studio Max, Storyboarding, Video Games, Concept Design, Directing, Commercials, Cinematics, Motion Capture, Adobe Premiere, Tvpaint  
Cartoons, Mobile Games, UV mapping, Illustration, Computer Games, Low Poly Modelling, Character Rigging, Unity3D.

## **Experience:**

### **General Animator:**

January 1986 - Present (31 years )

### **Senior Animator at Virtual Gaming Worlds:**

September 2017 – present

Animating 2d slot symbols with supplied artwork

### **Senior Animator at Sumo Digital:**

September 2016 – August 2017

keyframe animation and editing mocap on an zombie survival game using Maya/Motionbuilder

### **Senior Animator at Goodgamestudios:**

August 2015 – September 2016

Rigging/Export Maya pipeline work for facebook/mobile and 2d animation using SPINE

### **Senior Animator at Sumo Digital:**

April 2015 – August 2015

Maya key frame animation for little big planet 4 sony pitch video

### **Animator at Recluse Industries Ltd :**

February 2014 - March 2015 (1 year 2 months)

Rig and animate characters and environment elements for Unity3d project

### **Flash Animator at CHF Media Group:**

November 2013 - February 2014 (4 months)

### **Animatic artist at Tandem Films:**

May 2013 - November 2013 (7 months)

### **Artist at Mindshapes:**

February 2011 - October 2012 (1 year 9 months)

Model, rig and animate

### **Animator at Slightly Mad Studios:**

September 2010 - January 2011 (5 months)

**Senior Animator at Team17:**

2005 - June 2010 (5 years)

Animated using Maya on several of Team 17 projects

**Lead Animator at Eurocom:**

2005 - 2005 (less than a year)

**Animator at Brat Designs:**

September 2001 - September 2004 (3 years 1 month)

animated all characters, created cut scenes and wrote maxscript animation tools

**Senior Animator at SCEE Leeds:**

January 2001 - September 2001 (9 months)

I was in charge of directing motion capture while at this studio.

**Senior Animator at Acclaim studio Teesside:**

November 1997 - January 2001 (3 years 3 months)

'Shadowman' one and two, directing motion capture and keyframing 3d characters

**Animator at Core design:**

1991 - 1994 (3 years)

I animated several sprite based games and created some of Core's early cutscene and intros using in-house tools for the genesis CD and Cd32

**Animator at Orchid productions:**

1987 - 1989 (2 years)

I animated various TV commercials using traditional techniques and assisted on several episodes of 'Raggy Dolls' as a key animator

**In-betweener at Siriol Productions Ltd:**

1985 - 1987 (2 years)

I drew in-between drawings as required by the key animators once the drawings had been cleaned up (pencil and paper)

**Education:****Newport Film School (Wales)**

College Diploma in Animation and Live Action film making 1984-1986

**Buttershaw Upper School**

GCSEs in Maths, English, French, Art, Chemistry, Gen Science and A level in Art, 1977 – 1983

**Fairweather Green Infant and Middle School**

1969 – 1975

**Interests:**

Spending time with my Family, Watching and making cartoons, reading, cinema and swimming

**References:**

on request

**Links:**

Personal website: <http://blimation.com/>

Demo reel: <http://blimation.com/showreel>

LinkedIn: <https://www.linkedin.com/in/billyallison>

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