



Kodie Williams

www.kodie.me

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Art

Animation

Modelling

Rigging

Experience

2016/17 — DoubleJump Games Technical Artist
2016 — Shypezi Storyboard Artist, Art Director
2016 — Soul Food Game Jam, Animator, Programmer
2015 — Key & Peele Mocap-Head Cartoon Pitch
2014 — Impermanence Concept Artist
(Group Game Project) Character Modeller & Rigger
Game & Puzzle Design
Mocap Actor & Setup
2014 — Guerrilla Games Character Sculpting
2013 — Channel 4, Draw It! Artist
2013 — Rocks Lead Animator
(Animated Short) Previsualization
Preproduction
Colour Design
2010 — National Geographic Advertising Animator

Education

Bournemouth University - BA - Computer Visualization
and Animation, 2-1

University for the Creative Arts - Foundation Diploma -
Art and Design

John Leggott College

IT Practitioners (System Support): BTEC, grade
Double Distinction

Extended Project (Flash Animation): AS level, grade A

Skills

2D digital and traditional animation
3D animation
3D Rigging, character and props
3D digital and traditional modelling and sculpting
Facial and body motion capture and clean-up
Maya effects, dynamics, shading and rendering
Rapid 2D animatic and 3D pre-visualization
Digital and traditional painting
Character design
Story boarding
Colour boarding
Look development
Texture art & UV unwrapping
Critical and contextual analysis
Graphic and logo design
Computer Aided Design and Manufacturing
Pitching, presenting and public speaking
Distributed Batch Rendering
Japanese language (beginner)
Dutch reading and writing (beginner)

Software

Maya
Mudbox
Photoshop
Dreamweaver
Flash
After Effects
ZBrush
NukeX
Mari
Toon Boom Harmony
TVPaint
Faceshift
Marvellous Designer
Linux CentOS, Fedora, Arch Linux, Gentoo

Programming Languages

C++
SDL
OpenGL
Mel
Python
Pymel
Lua
Javascript
Java
HTML
CSS