

Naveed Khan
CG Artist and Animator
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SUMMARY

I'm an experienced 3d generalist and have been working in the industry since 2007. Projects include commercials, feature films, shorts, music videos and game cinematics. Core skills include modeling, rigging, texturing, and lighting, experienced in game cinematics and animation, also skilled in writing tools in mel and python.

EXPERIENCE

Core software and Skills:

Maya -- Z-Brush/Mudbox -- Photoshop -- After Effects.
Programming Skills -- Mel and Python

Third Floor (*Feb 2015- to May-2016*)

- Previs asset builder and Shot Creator
- Working as generalist in assets and shot creation roles, on feature 2 major Film projects. Responsible for modelling, texturing and rigging characters, props, environments.

Argon Effects (*August 2014- to Dec-2014*)

- Previs asset builder and Animator on The Martian
- Asset building - Core role, Modelling set assets and optimising textures and geometry for use in viewport 2.0 and fast playblast workflow.
- Animator, responsible for animating characters and cameras in shots using mocap and keyframe animation. Shots all lit and rendered using Maya viewport 2.0 and composited in After Effects.

Digimania (*Feb 2014 to June 2014*)

Bradley And Bee(preschool animation)

- **Rigging TD** - Responsible for rigging a library of characters and automating character rigging workflow using custom python scripts.
- Characters styles were toony and included vehicles and animals. Vehicles included talking plane character, body and facial setup. Other characters included monkeys, birds and quadrupeds such as elephant and goat as well as a snake rig.

Blue Zoo Animation (*May 2013 to September 2013*)

Tree Fu Tom

- **Rigging TD** - Responsible for rigging props, vehicles and creature assets for the series.
- Rigged a toony insect creature with joint based facial rig, ikfk legs(x6), stretchy body and legs.
- Rigged a toony car used throughout a full episode, key features included squash and stretch on the whole vehicle, as well as an auto wheel rotate feature.
- Created a slime rig used in numerous shots for snail trail left by giant earthworms(nParticles).
- Created water effects for a number of shots using nCloth based rig.

Crytek/MetricMinds (Aug 2012 to March 2013)

The Seven Wonders of Crysis

- **Cinematic Artist** - working with Maya and game engine-Cryengine, creating cinematic sequences promoting the release of AAA game title, Crysis 3.
- key roles included camera and asset animation, set dressing, dynamic FX and Lighting.
- Additional roles included asset creation in Maya for use in game engine.

Various Freelance roles. (Jan 2012 Aug2012)

- **Animator** - Independently produced medical animation for medicinal commercial (Jan - March).
- **Character TD at Windmill Lane Film** - Rigging toony animals for an animated short.
- **Matchmoving at FINISH TV.** Hand tracking 2 shots for 02 commercial.
- **Kazoo Creative Rigging** - Rigging TD and animator on a cinematic Game trailer.

Lighting TD and Animator at Windmill Lane (June 2011 - September 2011)

Feature Film : Lockout

- 3D LIGHTING on space environments using Maya and mental ray.
- 3D ANIMATION on space battle sequence. All elements including spacecrafts and explosion debris, animated by hand.

3D Generalist at Baseblack (September 2010 - May 2011)

Feature Film : Harry Potter and The Deathly Hallows

- MODELLING/TEXTURING set elements including creating a detailed model of the Snitch for the resurrection stone sequence
- RENDERING an outdoor lake environment for Snape's death sequence.
- PRE-VIS ANIMATION of the grey lady ghost sequence.
- MATCHMOVING using Boujou and PF Matchit

Animator at HMX Media (August 2010 - September 2010)

Commercial : Sony - Qriosity

- Object Animation for Sony PSP promotion.

Animator at Th1ng (January 2010 - January 2010)

Commercial : Sony - Orange Wednesday Commercial

- Animating/object tracking body parts on to a live action puppet

3d TD at Partizan Lab (August 2009 - November 2009)

Commercial : 02 - Samsung

--2 projects both involving a combination of 2D characters animated interacting with 3d environments

Key role

- Modelling, Lighting and Rendering of all 3d elements.

Music Video : Gabriella Cilme

- Modelling, texturing & lighting futuristic sci-fi sets.

Commercial : 02 - Hugs (January 2008 - June 2009)

- Modelling rigging and texturing a character based upon a mobile phone sim card .

Partizan continued...

Commercial : KFC - The Griddle Effect

- Pre-vis animatic

Education

Thames Valley University

BA Digital Animation, 2004 – 2007 **London College of Music and Media**