

JAMES WATT

FILM MAKER - ANIMATOR - GRAPHIC ARTIST

JAMIE@JAMICOM.COM

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RELEVANT WORK HISTORY

FREELANCE WORK

DESIGNER / ANIMATOR / VIDEOGRAPHER

- Producing content for game studio including logos, game assets and videos.
- Designing company logos, brochures and corporate videos.
- Shooting & editing wedding videos.
- Short film & documentary production.

EBIQUITY - SEPTEMBER 2010 - MAY 2015

ADVERTISING MONITORING ANALYST

- Acquiring commercials from ad breaks & matching ads to existing content a database.
- Entering new creative with detailed descriptions for clients to search.
- Problem Solving and Streamlining procedures where possible.
- Managing and maintaining the database for all New Zealand content.
- Producing video presentations and demo reels for various events and clients.

PIXEL-OTAKU - JUNE 2012 - MARCH 2015

CONTENT PRODUCER

- Creating all artwork & videos for website.
- Attended expos and conventions to produce video content for the website.
- Producing a weekly podcast that ran for 3 years.
- Content featured on on other websites including Kotaku Australia & PAX Aus.
- Writing news articles & opinion pieces for our blog.

MNOOOO - JANUARY 2013 - NOVEMBER 2013

FREELANCE CHARACTER DESIGNER

- Working to the client's a set design brief and attending production meetings.
- Character & prop design for video game "Blast 'Em Bunnies".

SLR PRODUCTIONS - APRIL 2008 - NOVEMBER 2009

PRODUCTION ASSISTANT / DESIGNER

- Model pack design work creating costumes and props for the animators.
- Working with the creative director and producer organising the day's agenda.
- Ordering supplies, photocopying and reception duties.

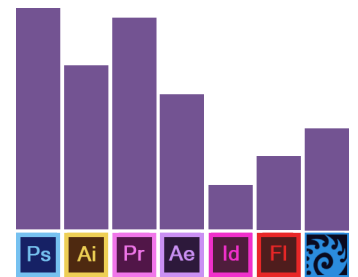
A BIT ABOUT ME

Born in Scotland, I was interested in art and film making from an early age. I got my first camera, a Sony Video8 Handycam, when I was 12 and began making horror films and stop motion animations. At 15 my friends and I created our first feature and I began pursuing my interests in animation and attended college and university. After moving to Australia and joining the workforce I continued exploring my interest in film making and graphic art in my spare time with friends. I've amassed a large collection of semi-professional equipment including cameras, video tripod and sound recording gear.

SKILLS

- Customer focused
- Keen eye for detail
- Works effectively as an individual
- Integral part of creative team
- Manages time and meets deadlines
- Works efficiently under pressure
- Sound knowledge of design structure and implementation
- Well versed in Adobe CS

A BAR GRAPH



EDUCATION / QUALIFICATIONS

LEVEL	SUBJECT	GRADUATED	INSTITUTION
Batchelor of Arts	Computer Animation and Digital Art	2004	University of the West of Scotland
HND	Animation Production for Television	2002	James Watt College, Scotland
Adv GNVQ	Art & Design	2000	Fermanagh College, Northern Ireland

REFERENCES

NAME	ROLE	COMPANY	CONTACT DETAILS
Paul Mitchell	Ops Manager	Ebiquity	02 9099 4023
Hugh Gibson	General Manager	Saavy Media Monitoring	0401 760 172
Yasmin Jones	Line Producer	SLR Productions	02 9356 4911

