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William Mundell

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**Profile:** With a talent and interest for the arts from an early age, I have developed a passion for the art of animation and have subsequently achieved a BA Honours in this subject. Working initially with traditional animation mediums such as 2D and stop motion, I have since trained and worked with the exciting and ever evolving software and technology available to animators in the Computer Generated realm. This has broadened my horizons further into such areas as architectural design, modelling and CGI animation and I would now like to use my considerable knowledge and talents to find employment within these specialist fields. I am a dedicated and motivated individual and am keen to utilise my considerable experience whilst also eager to learn and hone additional skills in the workplace.

**Education: University for the Creative Arts – Farnham**

 Bachelor of Arts with Honours Degree in Animation 2:2gained 2006-2009

 Diploma, Foundation Studies (Art and Design)

 gained 2005-2006

 **Oxted County School 1998-2005**

 A-Level Results 2005

 ICT: Grade D Physical Education: Grade D

 German: Grade E

 G.C.S.E. Results 2003

 English: Grades B A, English Literature: Grade A

 German: Grade A, Mathematics: Grade A

 P.E.: Grade B Religious Studies: Grade A

 ICT: Grade C Science: Grades B B

 (double award)

**Other**  Presentation by the University of Farnham - award for

**Achievements:** the design of Best Character in the final year (Silicone Dragon created for my third year film “George and the Dragon”).

**Tactile Skills:** Sketching, modelling, painting, character/set design, sculpting, casting, mould making, rig construction, armature construction, puppet fabrication, set construction.

**Software Skills:** Adobe Premiere, Photoshop, After Effects, 3DS MAX, Stop Motion Pro, Dragon Stop Motion.

**Employment:**

 **3DS Max training - April 2012- To date**

I am currently studying 3DS Max CGI software in order to

 further enhance my employment opportunities.

 **Visage Studios- November 2011-April 2012**

With no previous knowledge of 3DS Max I was taken onboard as an intern at Visage Studios. I was able to gain a firm understanding of the software and how a 3D visual in created from conception through to the final render. I was subsequently employed and became responsible for creating models that were used in the final composition. I currently freelance for Visage and continue to further my knowledge of 3DS Max in all aspects including architectural design, modelling and animation.

**Burning Windmills (Tim Burton’s “Frankenweenie” )**

**April – November 2011**

Although there were a very high number of applicants, I was successful in gaining a contract as a workshop assistant working on the new Tim Burton animated feature “Frankenweenie”. Located at Three Mills Studios, my duties involved stock control of chemicals and other requisites vital to set and prop construction, keeping the workshop organised, creating silicone moulds for the reproduction of props and extensive use of fast cast and similar materials to reproduce props from silicone moulds. I also assisted with on-set alterations to prepare for animation and additional tasks such as puppet wrangling and rigging which developed my ability to communicate with the vast crew working on the production, and allowed my practical skills to develop.

**Cartoon Network -November 2010**

Lead animator and model maker for Cartoon Networks “Angelo Rules” promotional television spots. I was responsible for creating the characters, some of the sets, animating and also assisting with the editing for the stop motion advertisement campaign for “Angelo Rules”.

**Various Part Time Roles July 2003- October 2010**

In an ongoing effort to fund my stop motion career I have undertaken various part time roles with a number of local employers.

**Interests:** The film industry and all areas of production.

 Theatre set design

 Animation techniques and implementation

 Computing and Software related to animation film production

 Model making

 Puppet Fabrication

 Carpentry

 Music

 Fashion

 Fitness

**References:** Available upon request