

Daniel Lim

Animator

Email: daniel@daniel-lim.co.uk

Website: <http://www.daniel-lim.co.uk/>

Mobile: 07841 482611

Specialities

- **Dedicated, passionate character animator**
- **Expert Maya user**
- **Highly technically capable**
- **Experience with blend trees**
- **Strong MEL scripting ability**
- **Experience coordinating mocap shoots**
- **Working knowledge of MotionBuilder**

Experience

Artist at Sony Computer Entertainment Europe (Cambridge Studio)

August 2006 – March 2010 (3 years 9 months)

Character animation on unannounced title (PS3): Responsible for designing and animating character movements and creating strong, appealing poses. Played a pivotal role in developing a new animation sequencing system that allowed more time to be spent refining and improving animations.

Character animation on Heavenly Sword (PS3): Hero character and combat animations (including recoil animations for enemy characters), enemy level entry animations, animated cameras, animation work on the UK TV advert, cutscene work and motion capture clean up.

Level design and environment art on LittleBigPlanet (PSP): Responsible for prototyping, designing and building fun, creative levels for the game.

Junior Artist at Guerrilla Games

September 2007 - June 2008 (10 months on loan from SCEE Cambridge)

Sequence Animator on Killzone 2 (PS3): Implementing in-game sequences (unique, incidental non-player character animations); from cleaning and preparing motion capture data to triggering the event in the game script.

Cinematics Animator on Killzone 2 (PS3): Responsible for the implementation of in-engine cutscenes including cinematography, motion capture clean-up, triggering the event in the game script and general quality assurance in close cooperation with the Animation Lead and Cinematics Director.

Education

Animation Mentor

Diploma, Advanced Studies in Character Animation, 2009 – 2010 (expected)

Animation Mentor is an intensive, 18-month online programme that covers the principles of animation through to advanced character animation techniques.

Bournemouth University

2:1, BA (Hons) Computer Visualisation & Animation, 2003 - 2006

Student Rep (2004-2006), Peer-Assisted Learning Leader (2004)

Chelsea College of Art & Design

Merit, Foundation Studies in Art and Design, 2002 – 2003

References

References are available on request.