

Andrew Miller | Animator

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Personal Statement and Production Credits

A wee bit about me

It's coming up for my 5th year in this industry and I'm pretty proud of what I've accomplished in that time. Starting as a PA at Axis, I got introduced to every aspect of production, including the less glamorous depths of spreadsheets and food fetching. They then tried to lure me into a TD position, partly because I showed a good technical understanding of the pipeline but mostly because they needed one. Risking unemployment I stuck to my guns and pursued my goal to become an animator. It has been a path of much self doubt and long hours of learning, but I wouldn't trade a single second. Now, the experience is starting to pay off. The gruelling animation schedules have refined my workflow, working abroad and in a foreign language has greatly improved my confidence. And now that I've been given a chance to direct, I'm putting into practise everything that I've learned as an artist while being supported by the production knowledge I gained as a PA. I still have many goals to pursue as an animator, but as an assistant director I am relishing the ability to help steer the creativity of the project while keeping focus on the final result.

When I'm not animating, thinking about animation, or watching animation, I can found reading, sketching, in the cinema, at a safe distance from the moshpit (I prefer to hold my pint these days), travelling with my girlfriend, searching for new bars and restaurants, walking slowly, enjoying the view and holding my head in anxiety as I watch Scotland play rugby.

Production Credits

Dates Produced	Client and Description	Responsibilities
Dec 2009 – now	Spiderman – Game Cutscenes Activision Axis Animation	Asst. Director/Lead Animator Storyboarding, editing, animation, mocap direction and general overview of production. Premiere, Photoshop, Maya, Zbrush, Modo, Houdini, Fusion.
Nov- Dec 2009	James Bond – Game Cutscenes Bizarre Creations Axis Animation	Motion Capture Editing and additional Animation - Maya
Sept – Oct 2009	Game – TV advert GAME Axis Animation	Animation - Maya
Sept 2009	Scottish Power – TV Advert Scottish Power Axis Animation	Animation - Maya
May – June 2009	Blur – Game Cutscenes Bizarre Creations Axis Animation	Motion Capture Editing and additional Animation - Maya

April – Nov 2009	Jumbo – adverts for Portuguese TV Jumbo Supermarkets Illusive	Animation - XSI
March – Aug 2009	Renata – adverts for Portuguese TV REN Unit Collective	Animation - Maya
Dec 2008 – Jan 2009	Under Siege – Game Trailer Seed Studios Axis Animation	Animation - Maya
Nov – Dec 2008	Scottish Power – TV Advert Scottish Power Axis Animation	Animation - Maya
Nov 2008	Wisemans Milk - TV advert Wiseman Dairies Axis Animation	Animation, Environment rigging - Maya
June – Sept 2008	KNTV – TV series Channel 4 UK Super Umami	Animation, facial blend shapes – Maya, Modo
Jan - June 2008	One Star – TV pilot Channel 4 UK Super Umami	Animation, facial blend shapes – Maya, Modo

Production Credits *continued*

Dec 2007	Axis Christmas Viral Axis Animation	Animation, FX and Rigging – Maya, Lightwave
Dec 2007	Little Dinosaurs – Short Film Dana Dorian Axis Animation	Animation - Maya
Oct – Nov 2007	ATV Pure - Game Trailer Disney Interactive Axis Animation	Animation and Cloth Rig - Maya
Aug – Sept 2007	Thrillville 2 - Game Cinematics Lucasarts Axis Animation	Animation, Cloth Simulation - Maya
May – July 2007	GRID - Game Trailer Codemasters Axis Animation	Animation and San Francisco layout - Maya
April 2007	Scottish Power – TV Advert Scottish Power Axis Animation	Animation - Maya
Feb – March 2007	Turning Point – Game Trailer Codemasters Axis Animation	Motion Capture clean up and additional Animation - Maya

Dec 2006 – Feb 2007	Whizz Whizz Bang Bang - TV series BBC Scotland Axis Animation	Animation - Maya
Sept- Dec 2006	Heavenly Sword Sony – Ninja Theory Axis Animation	Motion Capture cleanup, FX, rigging and various other production duties - Maya
May – August 2006	Thrillville - Game Cinematics Lucasarts Axis Animation	Animation, Cloth Simulation, Modelling - Maya
March - May 2006	Game Trailer – Sega Rally Axis Animation	Animation and pre-Production setup (Production Assistant duties) - Maya
Sept 2005 – March 2006	Codehunters Stateless Films / MTV Asia Axis Animation	Production Assistant duties, also some Modelling, Texturing, Layout and Editing – Maya, Lightwave
Sept – Nov 2005	Goggs – TV Series BBC Scotland Axis Animation	Production Assistant duties.
Feb – April 2005	Cannon Man – Short Film Douglas Neilson Kelpie Films	CG backgrounds, FX and Compositing – Photoshop, AfterFX

Higher Education

Dates	School	Course and Certificate
Oct 2001 - May 2004	Duncan of Jordanstone College of Art and Design University of Dundee Perth Road Scotland Dundee DD1 4HT Tel: 00 44 (0)1382 388828 General Enquiries: DJCAD@dundee.ac.uk	BA(Hons) Animation and Electronic Media. 2/1 Pass
Sept 98 - June 2001	Dundee College Graham Street Campus Graham Street Dundee Scotland DD4 9AD Tel: +44 (0)1382 834800 Email: enquiry@dundeecollege.ac.uk	HND Illustration Special Merits for Final Project and Life Drawing

Referees

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