

Personal Information
Date of Birth: 22nd April 1978
Nationality: British
Status: Single
Full, clean driving licence.

Objective
To develop ideas and solutions in the most effective and efficient way possible, and to help the team to achieve timely, professional & technically excellent results. Inspiring emotion through my work is my ultimate aim.

Key Skills

Skill area	Technology	Experience
Operating Systems	Windows Systems	10 years
	Apple OSX	5 years
	Linux	2 Years
3D Programs	3D Studio Max	9 years (self study)
	Character Studio	6 years
	Auto CAD	2 year
	Blender	1 years
	Combustion plugins	2 years
Multimedia Programs	Macromedia Director	8 years
	Dreamweaver	4 year (University)
	Photoshop	10 years
	Adobe Premier	9 years
	Macromedia flash	5 year
Other	Microsoft Office	10 years
	Audio Utilities	8 years

Employment
1st July 2006 – on going – [UCL University College London](#)
Animation Technician
My Primary Role is to create shot animated 3d clips that are used within the Human Communication Sciences Department. The research project focuses on the different communication elements of sign language and spoken languages.

1st September 2004 – on going – [Plymouth University I-DAT](#)
I-DAT Member of staff
My Primary job is to provide technical and creative lectures in 3D Studio Max, Photo Shop, Illustrator and several other applications to the BSc Media Lab Art degree, Science & Media and Computing.
My other roles include- research assistant, where I contribute 3D support to several research projects.

1st March 2004 – on going – [Venture UK](#)
Digital retoucher
My duties mainly focus on digitally enhancing portfolios; this includes colour correction, X-processing and retouching.
I am also currently helping to build a small office network, linking all computers and equipment to a local server.

1st September 2001 to 20th May 2003 – [Plymouth Collage of Art and Design](#)
Part-time 3D lecturer
I solely managed three separate courses at ND and HND levels. This included basic to intermediate levels of modelling, animation and texture mapping and the integration of 3D animations and stills into multimedia programs like director and flash.
This has increased Plymouth Art colleges coverage in 3D modelling and animation, allowing them to offer a wider range of modules in the multimedia environment, which was previously unavailable.

July 2000 to September 2000 - **Intapps**

Trainee 3D modeler/Animator

This position involved creating several web-based animations rendered to SWF format. My role also included character and level design for several web-based games, one of which was commissioned by Citroen.

Other projects included the modelling and animation of two promotional corporate animations in the form of screensavers for internal use.

1998 – **Fast Ride to Suicide (amateur skateboarding video)**

Video/Audio Editor and 3D Animator

Single handily compiled a 35 minute long skateboarding video, of which 1000 copies were sold over Europe. The work included sound mixing, video editing and 3D compositing. I gained an invaluable awareness into the depth and diversity of the video industry during its making.

The video was awarded video of the month (Side Walk Surfer).

1st Sept 1995 to 1st Aug 1996 – **Green Heart Design**

Trainee CAD Designer

My responsibilities included the primary design of kitchen and bathroom furniture. I soon advanced to the design of building layouts in AutoCAD on an Apple Macintosh. This inspired me to consider CGI as both a career and a satisfying hobby.

Qualifications & Training

01/10/2006

MSc. Digital Futures

Group Project: Re-News.org

A web based news Aggregator that uses RSS feeds to generate a word cloud based on the volume of traffic of headlines.

Final year project:

"False Illusion"

Ongoing – A Live Installation that uses motion tracking technology and projectors in an augmented reality system

Software: Mainly Open source applications (Fedora and PHP)

11/06/2002

BSc. Hons Multimedia Computing, Plymouth University (2:2)

Group Project: Protokill (A real time 3d Game). I Conducted all the modelling and animation for this 3D space shoot-em-up.

Final year project:

"4D reality"

Escher influenced 3d interactive environment. Conveying a 4D perspective, in the form of a maze

01/07/2000

Tools used: 3D Studio Max, Flash, Director (including Havok pluggin).

HND in Multimedia computing, Plymouth college of Art & Design

Modules:

Director, Photoshop, Flash, Design Methods, Design Theory and Art History. This led to a one-year top-up degree at Plymouth University.

Final year project:

"Interface design"

A study into different Human Interaction and Interface design.

01/07/1998

ND in Multimedia computing, Plymouth college of Art & Design

01/04/1996

NVQ (level2) in IT, Dartington Technical College

20/06/1995

GCSE English Language & literature, IT, Geography, Maths, Physics, Art & Design.

Interests & hobbies

Understanding and contributing solutions to technical problems, computer games, reading fantasy & sci-fi novels, technical and illustrative drawing, swimming, tennis, socialising, travel.

Languages

English and Arabic (fluent), Maltese (basic conversational)