mail@michael-cummings.co.uk

A team player with over 6 years and 17 games worth of experience. Passionate about assisting others achieve their targets, whilst ensuring both my own and overall project deadlines are met to the highest of standards.

Work History

Travellers Tales – Senior Technical Animator   **July 2015 – Present**
- Assisted in the development of over 17 projects.
- Built up a solid knowledge base of company tech and a now a key member of staff.
- Developed custom tools to assist work flow in multiple departments.
- Documented tools; pipeline processes and maintained said resources.
- Sought resolutions to various development issues and found appropriate solutions.
- Composed; handled company wide technical correspondence.
- Created and delegated tasks both within and out with the department.
- Liaised with external contractors; Studios and provided support as their primary point of contact.
- Managed Autodesk support cases and related correspondence.
- Attended meetings with department leads to address production related issues or requests.
- Developed documentation for use in candidate job descriptions.
- Provided assistance with the selection of potential candidates.
- Animated key shots; dynamic simulations for the cinematic department.

Travellers Tales – Technical Animator   **October 2010 – June 2015**

Masters: professional Games Development   **August 2009 – August 2010**
- Worked with three teams over the course of a year, producing games such as 'Mount Dash', 'Trap inc' and 'The Quest' in a studio based environment.

- Created character rigs, developed tools in mel, animated characters and props.

Lecturer Adam Smith College   **Nov 2007 – October 2009**
- Trained HND/HNC students the fundamentals of 3D animation and modelling using Autodesk 3DS Max.

Dare To Be Digital 2009:   **June – August 2009**
- Participated in the internationally acclaimed competition 'Dare to be Digital'. My team 'The Butterflyers' developed the BAFTA award winning game 'Shrunk'.

- Assisted with various tasks including; Modelling, Rigging, shader scripting, Texture layout and ensuring the art pipeline ran smoothly.

BA (Hons) Computer Arts: **August – June 2009**
- Graduated from the BA in computer arts at the University of Abertay. Received a first class honours as well as the creative collaboration prize for my team involvement on the short animation 'Fishy Science'. My key responsibilities include environmental artwork, textures, rigged characters / props and animated scenes.

Personal Awards / Accolades

BAFTA ones to watch:
- For my contribution toward Shrunk, a Dare to be digital title.

Scottish BAFTA :
- For my contribution toward Shrunk, a Dare to be digital title.

Other Experience

Dare To Be Digital - Games workshop: April 2010
- Participated in an event run as part of the Edinburgh science festival called "Video Game Studio". Around 120 children ranging from 12 -16 took part in this event, teams of 6 where given the opportunity to develop a computer game over the course of 2 days.
- Supported the development of these games from start to finish, answered questions and queries regarding computer game development.

Key Skills

- Python / Mel scripting, Maya, Rigging, Animation

Personality Traits

- Diligent, Friendly, Approachable, Outgoing

References   Available on Request