

Callum J Batty

Contact: callumjbatty@gmail.com

Portfolio: <http://www.callumjbatty.com/>

Profile:

A hard-working animator who is passionate about bringing characters to life. Dedicated to helping create high quality projects and to overcoming challenging obstacles. Work is always strived to be met at the highest quality possible.

Work History:



ANIMATOR (2019)

JUNIOR ANIMATOR (2018-2019)

Projects:

Sackboy A Big Adventure (PS5)

Technical Skills:

Skilled in keyframe animation in Autodesk Maya and Autodesk 3DS Max. Good knowledge of Unreal Engine 4 and implementing animations including state machines. Also skills in Modelling (3DS Max), Texturing (Photoshop and Substance Painter), 2D Animation (Adobe Flash/Animate) and rendering.

Education:

• **Sheffield Hallam University:** MA Games Design (Distinction) (2017-2018)

BA (Hons) Games Design (2:1) (2014-2017)

• **Rotherham College of Arts and Technology:** Level 3 Extended Diploma in Media, Animation and Games (Distinction Distinction Merit) (2012-2014)

(references available on request)