

# Karl Maddix

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## Personal Details

Born on 27th November 1977

Full, clean, UK driver's licence

## Profile

Award winning 3d artist with a passion for animation from gaming to the big screen. Winner of both the Marbella International Film Festival for the "Roboteers" and EA Games Dante's Inferno Trailer Competition. Substantial skills in a variety of design and modelling packages with expertise in 3ds Max. Five years experience in illustrating, modelling, texturing and animating memorable characters, managing projects from the storyboard to completion. Highly motivated professional, eager to develop new skills and establish a successful career within the industry.

## Key Skills

- 3ds Max, V-RAY, CAT2, Z-Brush, Photoshop, Premiere, Toon Boom Storyboard Pro
- Character design, 3d Modelling and Texturing
- Conceptual Design / Traditional Art Skills / Storyboarding
- Creative and passionate, meticulous attention to detail
- Project management and team skills
- Delivers under pressure

## Education & Qualifications

**3ds Max Introduction - Advanced** Nottingham 2003

**BA (Hons) Illustration** University of Derby 2001

**Foundation Diploma in Art & Design** University of Derby 1997

**A-Levels in Art & Design, History, English Literature and General Studies**

Wilsthorpe Sixth Form 1996

## Career Experience

### **3D Artist, EMC Consulting**

October 2009-Present

Contracted to EMC London to create 3D character and environmental assets for use in multi-million pound XNA based real-time application. Role requires cleaning and texturing of laser-scanned models of on-site buildings and contents. Models are Industrial in nature and require accurate textures generated from high res photographic reference material. Responsible for exporting final game-ready assets to level editor and game engine. Further duties include creating low poly character avatars of on-site staff using photographic reference, animating walk cycles and work themed clips and exporting ready for use in the application.

### **Art Director, Whole Sky Films**

July 2009 -Present

Co-founded Whole Sky Films to develop 3D animated feature film project. Significant responsibilities from story development to character concept art, modelling, pre-vis and final animation.

Producing full quality short animated proof of concept piece ready for pitch. Assembling and managing a small internationally sourced art team to produce all assets and artwork for final short.

### **3d Artist/Animator, Freelance**

July 2009 – September 2009

Recruited by independent games company to produce animated proof of concept for online F1 Racing game "Pole Position" ([www.poleposition.com](http://www.poleposition.com))

Key roles included creating full top down 2D circuit map generated from assembling together high res aerial photography of Monaco race circuit and adding key sponsors using Photoshop. Further responsibilities include creating 3D F1 race cars and generating 2D animated HUD components before animating full game-play animatic ready to pitch to sponsors.

### **3d Artist/Project Manager, Scary Mary Media**

March 2006 - June 2009

Co-founded Scary Mary Media, a small production company to produce animations and short films. Awarded "Best Animated Film" prize at the 2008 Marbella International Film Festival for the short film Roboteers. The film competed against 1000 entries from 44 different countries.

Significant key involvement on the Roboteers project included; developing original concept and story, script writing and storyboarding, conceptual artwork, all character design, modelling, texturing and animation, digital lighting and rendering for compositing, final editing as well as budgeting, team management and recruitment/outsourcing.

*The film is currently touring and being developed for children's television.*

## **Art Director, Elle Newton/Alternative Publishing Ltd**

May 2007 - September 2007

Hired to design and create animated material for a televised adaptation of Elle Newton's children's stories "The Hooters". The role involved realising believable and friendly characters that communicate through music. Creating original concept art and developing into fully animated multiple character tests synchronised to music and finally producing a four minute pilot film with the characters animated dancing to music interspersed with narrative and dialogue.

*The concept is currently being pitched to major production companies including Tiger Aspects and Ragdoll Productions Ltd.*

## **Freelance Artist, Turn on Music Ltd. Recording Label**

March 2006 - October 2006

Bought on board by the label to design and produce a three minute animated music video for the pop duo "Minx". Highly involved in all aspects of the production working alongside the producer and recording artist, from creating concept and original storyboarding to overseeing filming of blue-screen reference footage for rotoscoping. Sole responsibility for modelling, texturing and the full final animation including dance sequences synced to the music.

## **Private Tutor teaching 3D software**

December 2004 - April 2005

Located to Andalucia, Spain to private tutor students in 3ds Max, Z-brush and Adobe software packages.

## **Freelance Animator, Q-Media Group Ltd**

September 2004 - December 2004

Direct involvement in the development of the successful nationwide "Ants" advertising campaign for the UK Post Office. Generating concepts for in-store mini adverts and developing them into animated shorts. Role also involved the rigging of pre-built Ant character models.

## **Additional Information**

Keen interest in drawing & creative writing. I am currently working on my own trilogy of graphic novels entitled "Evilogy", a dark and gritty story set in the depths of Hell

I enjoy video games, art, films, and reading.

I am a keen football player and enjoy playing in a five a side team at weekends.

I also play guitar and have been in several bands.