

# ALEŠ MAV

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329D Green Lanes  
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**OBJECTIVE** 3D Character Animator

**WORK EXPERIENCE** **Authority FX**, senior creature Animator on feature film *Volcanic*,  
*October – December 2009*

**Eurocom**, hand animations on an unannounced first person shooter, *June 2009*

**Glasgow Animation**, Animator on *Sir Billi* feature film, *March - April 2009*

**Eurocom**, Animator on *Ice Age 3* game cinematic sequences,  
*December 2008 – March 2009*

**Kerozin d.o.o.**, Animator & 3D artist, *2006 -2008*  
Animation, modeling, texturing, rendering, character design, sfx, scripting...

**Freelance**, Animator & 3D artist, *2000 - 2005*  
Worked on commercial projects with various contributions  
(modeling, texturing, animation, rendering, sfx, story...)

**SKILLS** Autodesk Maya (advanced user)  
3DS Max & XSI (beginner user)  
Adobe Photoshop (advanced user)  
Adobe After Effects (user)  
Life drawing

**EDUCATION** **AnimationMentor.com**  
*Diploma in Advanced Character Animation Studies*  
12th January 2008

**Mentored by:**

Cassidy Curtis (*Dreamworks animation*)

Raquel Coelho (*Tippet Studio*)  
Michelle Meeker (*Dreamworks animation, Weta digital*)  
Sean Sexton (*Dreamworks animation*)  
Pepe Valencia (*Sony Pictures Animation*)  
Bret Parker (Pixar)  
Brett Schulz (Pixar)

## **AWARDS & HONORS**

- winner of the July 2009 11 Second Club animation competition
- my short film "Daphne's new broom" screening at Egyptian Theatre in Hollywood (2009), Siggraph 2008, Hiroshima 2008, Animadrid 2008, Cartoon Club 2008 (Rimini – Italy), Animateka 2008 (Slovenia), Tehran International Animation Festival 2009 (Iran), MECAL 11th International Short Film Festival of Barcelona (Spain), NAFF 2009 (Bosnia and Herzegovina)
- "Daphne's new broom" featured in the April 2008 issue of Animation Mentor newsletter
- "Daphne's new broom" featured in the 3D World magazine (July 2008 issue)
- "Daphne's new broom" is winner of Super U's "TAC.tv Animation Contest - Take Three"-
- "Daphne's new broom" is a weekly winner at "Get With The Times" contest at MyToons.com in August 2008
- "Daphne's new broom" wins 3rd place at FriendsHangout.com animation contest
- "Daphne's new broom" appeared on the frontpage of CGtalk in March 2008

## **PERSONAL WORK ETHICS**

I consider myself hardworking, always striving for the best possible quality of work no matter how tight the deadline is. Ability to quickly embrace the changes and maintaining a professional relationship with my employer is of utmost importance to me. Team work, exchange of ideas and experiences and always channeling the feedback into pushing the limits of my abilities further is the only way to grow as an animator and, perhaps even more important - as a person.