

Gary Bendelow
Character animator

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WORK HISTORY:

September 2003 – present

Gecko Studios Ltd (self employed – contract/freelance animation)

Client: - *Brain in a Jar*

Project: - confidential (In Development) Formats: - ps2

Animator (3DS Max)

Client: - Unit 9 Ltd

Project: - **UPS widget** (<http://www.widget.ups.com>)

Animator (Maya)

Client: - Pixel Inspiration

Project: - confidential (3d concept of 2d character)

Modeller (3DS Max)

Client: - Gamerholix

Project: - **Dino** Formats: - ps2

Animator (3DS Max)

Client: - Flaming CGI

Project: - **Boulevard** (Character Animation – Arch Vis)

Animator (Maya)

Client: - Lincoln University (Part-time – 2 days weekly)

Course: - **Animation BA (Hon's)**

CG Animation Tutor (Maya)

Client: - Logistik

Project: - **Electro Pop** (TV Title sequence)

Animator & Modeller (3DS Max)

Client: - Fluid Solutions

Project: - **Mr HomeFinder** (Character Model)

Modeller (3DS Max)

Client: - Tonic Games

Project: - **Free Musica** (game demo)

Animator (3DS Max)

Client: - Vision Studios LLC

Project: - **Section8** (E3 demo – unreal 3 game)

Animator (3DS Max)

Client: - Sony Pictures Digital

Project: - **Wheel of Fortune / Jeopardy!** (Online game)

Animator & Project Co-ordinator (3DS Max)

Client: - Sony Pictures Digital

Project: - **Kung Fu Hustle** (Blu-Ray DVD game)

Animator & Project Co-ordinator (3DS Max)

Client: - Unit 9 Ltd

Project: - **Discovery Elf** (Online ad campaign)

Animator (Maya)

Client: - Game Options Ltd (for Relentless)

Project: - **Buzz** (Sony) Formats: - ps2

Animator (3DS Max & CAT)

Client: - SPC Skyline Ltd

Project: - **Air Jamaica Safety Video** (in-flight safety video)

Animator & Project Co-ordinator (Maya)

Team made up of 7 freelancers

Client: - Argonaut Software Ltd

Project: - **CatWoman** (EA) Formats: - ps2/Xbox/GameCube

Animator (Maya)

Client: - Argonaut Software Ltd

Project: - **I-Ninja** (Namco) Formats: - ps2/Xbox/GameCube

Animator (3DS Max & Character Studio)



January 2000 - September 2003
Argonaut Games PLC.

Harry Potter and the Chamber of Secrets (EA & Warner Bros) Formats: - psx

Lead Animator (3DS Max IK/FK)

Harry Potter and the Philosophers' stone (EA & Warner Bros) Formats: - psx

Lead Animator (3DS Max IK/FK)

The Emperors' New Groove (Disney Interactive) Formats: - psx & pc

Senior Animator (3DS Max IK/FK)



January 1998 - November 1999

Impressions UK part of Havas Interactive (formally Cendant Software)

Caesar III (Sierra) Formats: - pc

Animator/Artist (3DS Max IK/FK & PhotoShop)

Ultimate Soccer Manager 98 (Sierra) Formats: - pc

Animator/Artist (3DS Max IK/FK & PhotoShop)



October 1996 - January 1998

Revolution Software Ltd.

Broken Sword II 'the smoking mirror' (Virgin interactive) Formats: - pc & psx
Animator (Animator Pro)



EDUCATION & TRAINING:

SOFTWARE:

- 3D Studio MAX & Character Studio
- Maya

EDUCATION:

1989-92
Leeds Polytechnic (Leeds Metropolitan University)

BA (Hon's) class 2 (I) Graphic Design Specialising in Animation & Illustration

1988-89
York College of Arts and Technology

NDip. Art & Design Regional Certificate Foundation Studies