

# Karl Richard Erlandsen



## Personal Information

**Date of Birth:** 05.02.1985    **Webpage:** [www.kreanimate.co.uk](http://www.kreanimate.co.uk)  
**Nationality:** British    **Email:** [karlerlandsen@yahoo.com](mailto:karlerlandsen@yahoo.com)  
**Tel:** (available on request)

## About Me

- I'm a highly self-motivated animator, with production experience in both the artistic and technical sides of animation. I'm currently looking to move away from purely technical work, and develop more as an animator (my true passion in CG).

## Key Skills

- 3D computer animation, with particular emphasis on character animation and performance
- Highly experienced in Maya, Python (both in Maya & standalone), MEL, Maya API development, shell scripting (tsh & bash) and Linux in general (Fedora/Red Hat & Debian)
- Also proficient in Shake, Blender, Gimp, C/C++, Mu

## Experience

- **Framestore, London (December 2007-present, whilst studying at Animation Mentor)**
  - **Lead Pipeline TD: pipeline core**
    - Helped design, develop & roll out Framestore's next-generation asset management system.
    - Designed & developed an innovative new constraint system for animators.
    - Regularly met with show/dept heads and pipeline TDs to identify needs and help prioritise development work. Also liaised with developers at Autodesk.
    - Gave training sessions to the whole pipeline team, and helped interview/train new TDs.
  - **Lead Pipeline TD: Gravity, Clash of the Titans**
    - Led a team of up to four TDs in tool writing and show setup/housekeeping.
  - **Pipeline TD: Avatar, Where the Wild Things Are**
    - Developed core infrastructure and Python/PyQt libraries for Framestore's first Python-based pipeline. These libraries are now a standard for all shows since then (Harry Potter, Narnia, etc).
    - Wrote a new asset DB access library, and used it to make asset database access ~200x faster.
    - Rewrote animation loading code using the Maya API and made it ~80x faster.
    - Developed the animation pipeline for Avatar, and supported all animators throughout production.
    - Developed a new standard for handling high numbers of textures (>10,000 maps per asset) whilst keeping disk space usage to a minimum.
  - **Assistant TD/Technical Animator: The Tale of Despereaux**
    - Supported 50+ animators throughout production, developing scene management and pose tools to streamline production where necessary. Liaised with production to prioritise bugfixes.
    - Animated some shots towards the end of production, and provided many tech-anim/crowd animation fixes.

## Education

- **2009-2010 Animation Mentor – Advanced Studies in Character Animation**
  - 18 month course (studied in my spare time whilst also working at Framestore). Average grade 3.72 (A-). Mentors included Shaun Freeman (Reel FX), Morgan Kelly (Dreamworks), Ray Chase (Reel FX), Michelle Meeker (formerly Pixar) & James Chiang (formerly Sony Pictures Imageworks).
- **2003-2006 BA (Hons) 1st Class, Computer Visualisation & Animation**
  - National Centre for Computer Animation, Bournemouth University
  - Produced third year major project 'Divine Application', a 3-minute character animation

## **Education (contd)**

- **2002-2003 Amersham College**
  - City & Guilds, Life Drawing & Painting
- **1998-2003 Aylesbury Grammar School, Buckinghamshire**
  - A2 Levels in Computer Science (grade A), Mathematics (grade A), French (grade A), General Studies (grade A)
  - AS Levels in Further Mathematics (grade B), English Literature (grade B)
  - AO Levels in Additional French (grade A), Additional Mathematics (grade C)
  - GCSEs - five A\* grades, six A grades

## **Vocational Experience**

- **2007** Delivered a one day course in Norwegian introducing 2D animators to 3D animation at Nornett
- **2007** Produced all special effects for the short film 'Blood', which received a bronze award at the Houston Film Festival and a special mention of the effects work by the judges
- **2005-2006** Part time job teaching animation to students & teachers at Dr Challoners Grammar School
- **2004-2006** Regular motion capture actor at AccessMocap, Bournemouth
- **2004-2005** PAL leader (Peer Assisted Learning) – 3 hours a week giving support lectures to first-year students of the BA Computer Visualisation & Animation course
- **2003-2004** Student Mentor at the Computer Animation Summer School, Bournemouth University for two consecutive summers, the second as a class leader

## **Other**

- **Languages**
  - English (native), French (A-level), Norwegian (roughly A-level standard, self-taught)
- **Computer skills**
  - Skilled with the use of Windows and Linux, including office software (Microsoft Word, Excel, Powerpoint, and OpenOffice)

## **Personal Interests**

- Animation, films, drawing, writing short stories, Norwegian language, mountain biking, snowboarding, paragliding, Tang Soo Do karate