Jamie Niman

I am a technical artist/animator with over 20 years experience in the Games, Film, and TV industry.

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EXPERIENCE

Space Ape Games, London —Senior Technical Artist

March 2022 - PRESENT

Senior Technical Artist supporting a large art team on multiple mobile games including Chrome Valley Customs, Boom Beach Frontlines, Transformers Earth Wars, Beatstar and other unannounced titles.

Joining at the beginning of development of what was to become a multi-million pound mobile game Chrome Valley Customs. I set up the vehicle pipeline with Maya, Unity and Blender Tooling, enabling them to make multiple vehicles a month with a small team.

Vast range of tech-art work including tooling, shaders, VFX, pipeline, AI R&D, rigging, character animation and performance optimisation.

Preloaded, London —Senior Technical Artist

July 2012 - March 2022

Senior Technical Artist working on multiple different platforms - Mobile IOS & Android, VR, AR, Mixed Reality, and Web.

Some of the projects include award winning BBC: Life In VR (Oculus), Tates Modigliani VR (Vive), Mcdonalds Happy Studio (IOS/Android), A Brief History of Amazing Stunts (Mobile AR) & BBC:Micro Kingdoms (Magic Leap)

Responsibilities include VFX, shaders, rigging, art pipeline, art tools, performance optimisations and character animation.

Moving Picture Company, London— *Lead Technical Animator*

March 2010 - April 2012

Lead Technical animator on a number of films including Harry Potter, Pirates Of The Caribbean, WWZ and John Carter .

Creating cloth rigs, dynamic simulations, and artist tool development.

DR Studios, Milton Keynes — *Technical Artist*

August 2006 - March 2010

Technical Artist working on PC games including Hospital Tycoon and High School Dreams. Job included writing mel scripts, rigging, character animation and general artist tasks.

SKILLS

Shaders

VFX

Python & Mel Scripting

C#

Tools Development

Rigging

Modeling

Texturing & Lighting

Character Animation

Cloth, Fur Dynamics, Creature FX

SOFTWARE

Unity3D

Unreal

Maya

Houdini

Photoshop

Substance Designer

Zbrush, Mudbox

After Effects

Ncloth & Syflex

Tandem/Mini Vegas/Artem Digital/Rushes/Zombie Flesh Eaters, London — *Rigger/Character Animator & Modeller*

August 2004 - June 2006

Freelancing as a rigger/character animator and modeller in multiple companies on TV advertisements.

Jim Hensons (Hour Glass Studio), London— *Rigger/Character Animator*

August 2003 - May 2004

Character Animation and rigging for the film MirrorMask.

EDUCATION

Bournemouth University – *(BA) Computer Visualisation & Animation*

2000 - 2003

Barnet College – *BTEC Diploma Art & Design*

1999- 2000

Hasmonean High School – *A Levels*

1997 - 1999

Art – **A**

Maths – **A**

Further Mathematics **A**

Hasmonean High School – *GCSEs*

1992 - 1997

Art – **A***

Mathematics – **A***

Science – **A*,A*,A**

Information Systems – **A**

Business Studies – **A**

French – **A**

English – **A,B**