

4/10 Henrietta Street
Waverley 2024
NSW
Australia
+61 413 952 249
blynch3d@gmail.com
www.blynch3d.com

To Whom It May Concern:

I am an **experienced CG Generalist with VFX supervision and production management experience** currently based in Sydney Australia and about to embark on a grand adventure to travel the globe for work, starting in London.

I have invested 20 years in the Australian and NZ visual effects industries and hold a **master of animation** degree from the University of Technology Sydney.

I **ran my own VFX company** for several years specializing in creature VFX, producing **dinosaur documentaries** and providing **investment/seed funding to low budget Australian horror films** which gave me a unique understanding of **the entire production pipeline including budgeting, scheduling and staffing** and have worked closely with scientists, directors, artists and producers in a much broader production capacity than is usual for vfx artists or animators.

I am also a **yoga and meditation instructor** with over 900 hrs of training, a parallel personal study that I have undertaken to deepen my understanding and **ability to support the psychology and physiology of people** in high stress situations and to better understand the biomechanics of movement in support of my **specialization in the field of rigging**.

My current role is **full time 3D artist at Rotor Studios**, specialists in high end **photorealistic 3D cars** servicing Toyota and Lexus worldwide. I have been in this role for 3 years now and in that time have predominantly been responsible for **developing and supporting the vehicle and digi double rigging pipeline**, developing artist tools in python and in an artistic capacity, animating and lighting in maya and compositing in Nuke.

Prior to that I did a stint in the **rigging department on Peter Rabbit 2 with Animal Logic**, where I was working with custom in-house tools, maya and python to realize the rigs for both characters and props for the film.

In summary, I believe my dinosaur/creature experience, production management/finance experience and my yoga and meditation experience all make me a **prime candidate for the role of Department manager at Framestore**.

Thank you for your consideration for the role.

Kind Regards,

Bevan Lynch

RESUME

NAME: Bevan Lynch

ADDRESS: unit 04/10 Henrietta Street, Waverley, NSW, 2024, Australia

MOB: +61 413 952 249

EMAIL: blynch3d@gmail.com

WEB: www.blynch3d.com

WORK HISTORY

2019-present: 3D Artist (rigger, animation, light/comp) Rotor Studios

Maintain and update the standard vehicle and digi double rigs, and develop artists tools in python.

Animate/light/comp stunning photoreal cars.

2019: Rigger, Animal Logic

Working with custom in house rigging tools to create feature quality prop and character rigs.

Writing Python scripts to optimize workflow.

2011- 2019: Freelance CG Artist/stay at home parent

Provided creative digital services on a freelance part time basis

Produced sculptural, industrial and musical personal projects

2009-2011: 3D Animator, XYZ Networks

Provided full range of 3D services to all lifestyle and music channels on the Foxtel cable network, Ongoing Maya training for other artists,

Created storyboards /pitched creative ideas to production team

2006-2009: Creative Digital Director, Equinox Design and Visual Effects

Worked as a freelance artist, delivering high quality visual effects across the film and television industry

Visual Effects Supervisor in feature film

2008: 3D Lead, Collider

Lead 3D artist on various TVCs

2007: Head of 3D, Emerald City Design

Created and led a team of six 3D animators working in TVCs

2005: Character Technical Director, The Lab

Managed and provided training for the 10 members of the rigging team

Created MEL Scripts to optimize the rigging pipeline

2002 – 2005: Creative Digital Director, ArcFX

Lead a team of eight employees, working in doco, TVC and feature film

2001: Creature Technical Director, Photon VFX

All aspects of digital creature creation

2000 – 2001: Animator/Senior Animator, Cutting Edge Post

Lead animation

EDUCATION & TRAINING

2015-2019 - Completed over 900 hours of advanced yoga training including anatomy and physiology, and meditation group facilitation.

2011 - Master of Animation, University of Technology Sydney

2010 - Final Cut Pro Intermediate, Metro Screen

SELECTED CREDITS

FEATURE FILM

Peter Rabbit 2 Animal Logic

CG Artist - Rigger

The Warriors Way Photon VFX

Character Animator

Devil's Gateway Equinox Design and Visual Effects

Visual FX Supervisor

Concept Artist

Lead VFX Artist/Compositor

Happily Never After The Lab

Character Technical Director

Mel Scripting

Character Modeller

Daybreakers ARCFX

Concept Artist

Undead ARCFX

Creature Designer

Character Technical Director

Senior Animator

Inspector Gadget II Cutting Edge Post

Animator

Visitors Photon VFX

Lead Character Technical Director

Lead Character Animator

Scooby-Doo Photon VFX

Previs Animator

DOCUMENTARY and SCIENCE based motion graphics

TED-ED

What is the shape of a molecule

A rare, spectacular total eclipse of the sun

How atoms bond

What light teaches us about the universe

Dinosaurs on Ice Equinox Design and Visual Effects

Lead Modeler

Lead Character Technical Director

Lead Animator

The Terrible Lizards of Oz ARCFX

VFX Producer

Lead Modeler

Lead Character Technical Director

Lead Animator

REEL BREAKDOWN

The Warriors Way Photon VFX
Character Animator

Happily Never After The Lab
Character Technical Director
Mel Scripting
Character Modeller

Scooby-Doo Photon VFX
Previs Animator

Dinosaurs on Ice Equinox Design and Visual Effects
Lead Modeller
Lead Character Technical Director
Lead Animator

Devil's Gateway Equinox Design and Visual Effects
Visual FX Supervisor
Concept Artist
Lead VFX Artist/Compositor

The Fort Equinox Design and Visual Effects
Visual FX Supervisor
Concept Artist
Lead VFX Artist/Compositor

Undead ARCFX
Creature Designer
Character Technical Director
Senior Animator

Zero Equinox Design and Visual Effects
3D Modeller
Compositor

Super Alien Commando Equinox Design and Visual Effects
All own work

Australia's Evolving Energy Landscape Blynch3d
Scripting/storyboards
Editor
VFX
Score

Renault Laguna Collider
Lead Environment TD

BMW Clay Collider
Lead Technical Director
Pipeline RND

Holden Tornado Cutting Edge Post
VFX Animator

Ted-Ed Lesson - How scientists use light to measure the universe Ted-Ed
Design/storyboard artist
Animator

Jessica Mauboy - Galaxy film clip - The Precinct
Lead VFX Artist

Broadcast promos and idents XYZ Networks
VFX Supervisor
Lead 3D Artist

Microscopic spores
Selling Houses Australia
Ripe clip of the week
Food Club
Channel V promo

Daniel in the Dark - MoA final year film University of Technology Sydney
All own work combining watercolour painted backgrounds and digital 2D animation
with digital compositing techniques.