

Personal:

Name: Nathan Guttridge

Date of birth: 18/12/77

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Employment history:

2007-2008: Red Vision, Manchester and London.

I was hired at Red Vision Manchester to work as Pipeline/Animation TD on the ITV satirical comedy series 'Headcases'.

Early in the nine month contract I learned Python and was instrumental in developing and maintaining the sophisticated XML driven Pipeline. I also developed Rigs for key-framing and MoCap, Animation tools and GUIs.

During this time I was responsible for the resolution of the majority of the technical issues encountered by the thirty strong animation team.

I also occupied a lead position in telephone support, dealing with the London office.

Towards the end of the project I was involved with animation fixes, lighting and rendering.

2006: Aardman Animation, Bristol.

My work for Aardman involved freelance Modelling and texturing.

2003-2007: The Box, Manchester.

Whilst being employed fulltime by The Box I worked across a broad range of CG projects filling a variety of different roles, from character concept designer to on-location tracking consultant.

I quickly became Lead Maya Artist, becoming responsible for all character projects, adding advanced rigging techniques and Mel scripting to my skill set.

I also further developed my character and technical animation skills.

2003: BBC, Media Training North West placement at The Box, Manchester.

Whilst on this BBC placement I worked on modelling, texturing, lighting and character facial animation.

2002-2003: Freelancing for Brian Hewitt Models.

During my time at Manchester Metropolitan University, I improved my knowledge of model making, mould making and prop production for use in television, advertisement photography and architectural concepts.

I also started developing my CG modelling skills for conceptualisation.

1997-2001: LCD Publishing.

At this company I worked in publishing and reprographics, working my way from part-time

night-shift scanner to head of repro graphics, where I managed a group of five people.

1996-1997: Freelance design work.

During this time I honed my Photoshop skills whilst creating package and leaflet artwork.

Skills:

Key Maya Skills:

Organic and hard surface quad poly modelling, texturing.

Rendering, lighting. (MentalRay and RenderMan), advanced Maya shader networks.

Advanced rigging techniques, hair dynamics, stretchy IK.

Python, Mel scripting and expressions.

Large scene management.

General Skills:

Proficient in Photoshop and Aftereffects.

Good working knowledge of Fusion, ZBrush, Boujou, Premier and Illustrator.

Traditional art background.

Strong knowledge of anatomy.

Shows good initiative when working alone and works well as part of a team.

Ambitious, enthusiastic and reliable.

Enjoys a challenge.

Thrives under pressure and works confidently to strict deadlines.

Qualifications

BA Interactive Arts.

Btec National Diploma in Art and Design.

RSA Computer literacy.

2 A levels.

8 GCSEs.

Interests:

I have a keen interest in photography, art and film.

I cycle, play squash and badminton whenever I have the time and I eat out regularly.

I enjoy pub quizzes and read as much as I can.

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