

# HENRY THOMAS WILLIS

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## Profile

I am an original and imaginative graduate in Computer Character Animation from Teesside University. I have skills in creating and animating characters using Photoshop and Maya. In my spare time, I continue to develop my expertise through my personal projects in 2D and 2½D animation and am currently working on my own YouTube series.

## Education & Qualifications

2017 – 2021 Teesside University

### **BA Computer Character Animation 2:1**

▶ Short Film Production	75
▶ Lighting and Look Development	71
▶ Final Year Project 'Auburnoak'	65
▶ Professional Industry Practice	65
▶ Kino	64
▶ 3D Character Animation	63
▶ 2D Animation	58
▶ 3D Simulation	53
▶ Creature Animation for Real Time	52
▶ Drawing for Games and Animation 1	51
▶ 3D Animation	50
▶ Digital Sculpting	48
▶ Pre-Vis and Cinematography	47
▶ Asset Design and Modelling	40

2015 - 2017 Cleveland College of Art & Design

### **BTEC Ext Diploma Interactive Media Level 3**

2008 – 2015 Teesside High School

**3 A-Levels. 6 GCSEs** (including Mathematics, English and French)

## Software Skills

Autodesk Maya. Adobe Photoshop. Creative Cloud. Adobe Premiere Pro.  
Adobe Substance. Audacity

## Key Projects

### ▶ Final Year Project – Auburnoak

A 2D + 2<sup>1</sup>/<sub>2</sub>D animated project, with 2D animated characters, created in Photoshop and imported into and animated in Maya, combined with a 2D Animatic. To develop this project, I used original characters and a storyline of my own creation. I also learned to use PSD to 3D Lite, the software I needed to transfer the 2D drawings into the 3D Maya scene. The project produced a fight-scene from Auburnoak, a tale about a young red squirrel named Flann, whose father is the chieftain of a clan of red squirrels residing in the titular tree. Auburnoak is constantly under threat of siege from a neighbouring army of grey squirrels led by their cruel general, Caeso.

### ▶ Group Project – Wanted

For this project, I worked with 3 other students to produce a short film with a Wild West-themed chase. The project was animated in a 3D Maya scene. As our group was small, each of us took on several roles. I was responsible for animating an old man, the animations of a train and a chair breaking apart, and sound effects. I also produced some storyboarding and animatics.

## Personal Interests

- ▶ My biggest passion is thinking up original stories of my own. I frequently draw my characters by hand, and then upload them onto Photoshop, where I update/edit them, so that I get them exactly how I want them. I have also mastered putting body parts (separated via layers in Photoshop) of my 2D character drawings into Maya, a 3D software, where I can animate them for a 2<sup>1</sup>/<sub>2</sub>D Animation. I also voice my own characters by recording my voice with a Roland recorder, putting on different voices for different characters, and put them into my animation. The different body parts include different lip-syncs, and I position them in sync with the voice-recordings.

## Ongoing Personal Projects

- ▶ I am continuing to work on my final year project, Auburnoak, to develop a series which I will publish on YouTube. I am also in the early stage of designing characters for future animated series.

**References are available on request**