

FIONA KAYE

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I desire to create new worlds and tell new stories through the medium of animation. I aspire to work within a dynamic team environment which will allow my creative abilities to grow and will encourage me to advance my skills within all areas of animation production.

WORK EXPERIENCE

2014

Animator

The Creature Technology Company

5 Lloyd Street, West Melbourne, VIC 3003, Australia

The Creature Technology Company produces the most technologically sophisticated, creatively inspired and life-like animatronics for arena spectaculars, theme parks, exhibitions, stage shows and events in the world.

2013-2014

Animator and Maya Generalist

Method Studios

1 Claremont Place, South Melbourne, VIC 3205

I worked on a number of projects with Method Studios including Target Toy Sale and the Rams Homeloan advertising campaign encouraging people to move out of a sharehouse and into their own home faster. This role included animating, importing and exporting assets within Maya and rig testing and trouble shooting.

2012-2013

Animator

Oktobor Animation

105 Cook Street, Auckland, New Zealand

Monsters vs. Aliens is an American computer-animated television series based on the 2009 film of the same name. Each episode running roughly 11 minutes long.

As an Animator on this project I was responsible for roughly two minutes viewing time per episode worked on. I collaborated with my team members to create consistency throughout the episode and took direction from my episode director and Nickelodeon animation supervisors to ensure my shots matched the storyboards and enhanced the overall story being told.

2012

Animator and Maya Generalist

Iloura

1 Claremont Place, South Melbourne, VIC 3205

I worked with Iloura's Television Commercial Department on their Birds Eye Steam Fresh advertising campaign which included a 30 second and three 15 second television commercials. My role as a generalist was to assess and polish character rigs so they were ready for use within the pipeline. I was then invited to animate one of the 15 second advertisements where I was responsible for all key frame animation and lip-sync within that project.

2012 **Character Animator**
Heckler
Surry Hills, NSW 2010, Australia

I was contracted to work with Heckler to animate a number of Television commercials including Virgin Money Car Insurance and the IGA Locked Down campaign.

2011 **Technical Animator**
Dr D. Studios
245 Wilson Street, Everleigh, NSW 2015

In 2011 I was working at Dr D. Studios as a Technical Animator on the production of the film *Happy Feet Two*. On a daily basis I managed and motivated a team of eleven animators while trouble shooting and solving technical issues they encountered within the production pipeline. I worked closely with my animation lead and animation production manager to ensure our team reached our weekly targets. This included animating, building and repairing shots and testing to ensure all tools were working within the software programs. I also worked closely with the Technical Directors and Technical Assistants to provide input and ideas to stabilise and enhance the pipeline.

2010 **Character Animator**
Weta Productions
3 Manuka Street, Miramar, New Zealand 6022

I worked as a character animator with Weta Productions, an animation studio that specialises in television shows within the award winning company Weta Workshop. We worked on the popular children's series *The WotWots*, season two, which is shown in many countries around the world. I worked very closely with the Animation Lead Stephen Lambert and Director Theo Baynton to ensure that both their vision and the production deadline were met. We worked in two teams of eight animators, bringing to life the characters, props and spaceship on childlike adventures in computer generated and real world locations. This project had very strict deadlines, with each team creating a full 10 minute episode every eight days.

2006–2009 **3D Generalist**
Big Ant Studios
Level 10, 271 Collins Street, Melbourne, VIC 3000

This role varied between numerous responsibilities which included assisting in the development of a wide range of projects including popular Playstation games and internal productions including game demo's and short promotional films. Some of these projects include *Spyro: The Eternal Night*, *Rugby League Live* and *AFL Live*. In this versatile role I was able to use my skills in many different areas of the production pipeline including animation, rigging, texturing and, character and environment modelling. I was able to meet a high standard of artwork in varying styles from cartoony to photo-realistic and complete all projects within tight deadlines.

2006 **3D Generalist**
Wing Executive Production

In this position I was responsible for managing the creation of a number of television and film advertisements. This role also varied between different responsibilities which included animation, modelling and texturing, as well as compositing and, film and audio editing.

SOFTWARE PROFICIENCY

Primary

- Autodesk Maya
- Adobe Photoshop
- Zbrush
- Shotgun

Secondary

- Adobe After Effects
- Premier Pro
- Final Cut Pro
- Sound Forge
- Adobe Audition
- 3D Studio Max

EDUCATION

- 2014** **iAnimate Workshop 5 Full Body Acting**
iAnimate online animation school
- 2012** **iAnimate Workshop 3 Biomechanics**
iAnimate online animation school
- 2010** **Pixar Animation Masterclass**
Media Design School, Auckland, New Zealand
With special guest-speaker Andrew Gordan from Pixar Animation Studios
- 2010** **ZBrush Workshop**
Massey College of Creative Arts, Wellington, New Zealand
With special guest-speaker Scott Spencer from Weta Workshop
- 2004–2005** **Advanced Diploma of Animation**
Holmesglen Institute of TAFE. Melbourne, Australia
- 2002–2003** **Diploma of Visual Arts**
Swinburne University of Technology, Melbourne, Australia

REFEREES

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