

Albert Morrissey

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EMPLOYMENT HISTORY (selected):

UNSW iCinema

May 2012 - July 2012

3D artist on a research project for the school of Civil Engineering. Produced all 3D assets for the development of a realtime road and traffic simulator to study toll roads and traffic conditions affecting their use. Final project was developed in Unity3D.

Random Blowup

Nov 2011 - Feb 2012

Worked on a product information video for off-shore power generating turbines. Produced all the 3D showing what the product is, how it works and why it's superior to other power generation technologies.

Teaching UNSW/UTS/QANTM

Feb 2011 - June 2012

Sole lecturer and tutor for 2 Masters courses at the College of Fine Arts, UNSW. The first course covers 3D character design through modeling, uvs, texturing, rendering and rigging a character ready for animation. The second course helped guide the students in producing an animated short film.

Taught an architecture course at the University of Technology (UTS) covering the generation of virtual models and forms using Rhino and Maya with an eye to fabricating them as real models for display and presentation as well as creating dynamic visualisation animations in Maya for the purpose of best showing off architectural forms.

Also taught at QANTM college taking tutorials covering all the basics of 3D from generating simple shapes, basic lighting and shading; to modeling a full character with uvs and texture mapping.

Kaboom Studios

August 2011

Worked on the stage projections for the Australian Ballet's production of Romeo and Juliet. Roles including modeling, rigging, animation and texturing on a variety of assets and effects.

UNSW iCinema

Nov 2010 - May 2011

Headed up the graphics and animation for a prototype VR training module iCinema created for construction company Brookfield Multiplex. Responsible for all models, texturing, rigging, lighting and wrote MEL tools to help automate the realtime pipeline.

National University of Singapore

2009- Oct 2010

Artist on a research project team creating all graphics for a prototype. Created entire graphics pipeline across 3D apps into 2D engine, fully scripted. Did all character and environment design, modeling, texturing, rigging, lighting and animation.

UNSW iCinema

2008-2009

Created a character animation pipeline, worked with motion capture data and created models, textures and animation for a university of New South Wales iCinema research project called Scenario.

UNSW Mining Engineering/Coal Services Ltd

2007-2009

Developed complex digital 3D assets using the latest cutting edge 3D techniques for use in real-time interactive training modules used to train all coal miners in the state of NSW, Australia. Mainly worked on models, textures and rigging.

EDUCATION:

Bachelor of Digital Media, College of Fine Arts, UNSW

2003-2006

Majored in 3D and animation.

Achievement : Distinction Average and Honours.

REFEREES:

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