

Friska Bako

3D Character Animator

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PROFILE

I am an experienced animator with a goal to tell good stories, bring characters to life and create memorable and believable performances. I am friendly, enthusiastic, hardworking and I like learning new things, expanding my knowledge and meeting people who share my passion. I love animation and spend my free time making short films, such as "Overcast" which has screened at the Kinofest, Foyle and Athens Film Festivals. I am currently developing a second short film.

PROFESSIONAL EXPERIENCE

3D Character Animator at Bigpixel B.V. (May – present)

Responsible for: animating characters for kids' animated TV series "Jokie". Software: Maya

Link to the TV program: <http://www.rtl.nl/programma/telekids/programmas/jokie.xml>

3D Character Animator at Gisela Productions (February 12 – present)

Working part-time – Responsible for tracking, rigging and animating a character for a feature film "The Otherworld". Software: Maya and Matchmover.

Link to their website: <http://www.theotherworldfilm.com/>

3D Generalist at Cyber-Duck (March 12 – April 12)

Responsible for: modelling faces. Software: 3DS Max and Photoshop.

3D Animator at Pipe Dreams 3D

(September 09 – March 10 & June 11, November 11 – April 12)

Making 3D previz for the advertising industry.

Responsible for: Creating facial animation and lip-sync, editing and cleaning up mocap data and doing hand key animation. Software: 3DS Max and Photoshop.

3D Character Animator| Generalist at Mobstar Media (July 11 – October 11)

Responsible for rigging, skinning and animating the characters for the Spellathon competition, including the key professor character, voiced by Stephen Fry. Rigging characters and lip-sync, both for pre-rendered videos and in-game animations. Software: 3DS Max and Photoshop.

Link to spellathon website: <http://www.spellathon.net/game/video>

3D Character Animator| Generalist at Sliced Bread Animation (April 11 - June 11)

Responsible for creating hand-key animations for a Coca cola dance game. Software: Maya

Link to the facebook game: <https://apps.facebook.com/cocacolamakeamove/>

3D Animator at Th1ng (May 11)

Responsible for modeling, creating facial animation and lip-sync. Software: Maya.

Head of 3D at Delicious Edit (April 10 – January 11)

Working to enable Delicious Edit to make the transition to 3D animation. This involved designing and implementing an animation pipeline based on mocap data and use of Motion

Builder. Responsible for creating and acquiring assets, rigging and animating, lighting and rendering. Software: Maya 2011 and Motion Builder 2011.

Full time 3D Animator at Full Fat ltd (November 06 – February 09)

Responsible for: Rigging, skinning and animating video game characters, creatures and objects.

The projects:

"Jambo! Safari" Nintendo Wii (2009), "Spore Hero Arena" Nintendo DS (2009), "The Sims 2 Apartment Pets" Nintendo DS (2008), "The Sims 2 Castaway" Nintendo DS (2007).

Software: 3DS Max, Photoshop and in-house game engine.

Graduate Animator at Climax Solent (July 06 – September 06)

Responsible for: Editing mo-cap data and doing handkey animation.

The unpublished project: "The Fixer" next-gen Playstation 3 video game (2006)

Software: Maya, Motion Builder and Unreal.

Animator & Rigger for Warhammer40K Dawn of War Kroot MOD (December 05 – July 06)

Responsible for: Doing research and developing a video game animation pipeline, implementing the animations in game. I also rigged, skinned and animated a variety of characters and creatures, ranging from realistically proportioned humanoids to quadrupeds and monsters.

Software: 3DS Max.

Flash Animator for Global Village (February 06)

Responsible for: Designing and animating the main banner for a school website using Macromedia Flash. I quickly prototyped several ideas then implemented the chosen one before the launch of the website. Software: Macromedia Flash.

ABILITIES & SKILLS

- I specialize in animation and rigging but I am familiar with all the 3D graphics skills - modelling, texturing, lighting and rendering and how they relate to each other.
- Software used: Maya, Softimage|XSI, 3DS MAX , Motion Builder, Photoshop, Adobe Premiere and Discreet Combustion.
- Drawing and painting using both traditional and digital tools.
- Knowledge of cinematography – camera-work and staging techniques.

EDUCATION

April 2011: Animation Ateam Realistic Creature Animation School

- Studied advanced animation techniques under the tutorage of Double Negative animation supervisor, Rob Hemmings <http://animationateam.com/>

September 2009 – December 2010: Advanced acting & drama evening course at The City Academy in London

- Developed acting skills
- Learned acting techniques, including Meisner and Stanislavski method
- Performed a scene from the play “Top Girls” by Caryl Churchill in front of an audience

March 2010: Animation master class, organized by Escape Studios in London

- Covering animation and storytelling by Pixar artists Andrew Gordon and Matthew Luhn

September 2005: Awarded MSc CAGTA (Computer Aided Graphical Technology Applications)

2004 – 2005: Full time postgraduate course at the University of Teesside, Middlesbrough.

- Final Project: “*Facial Animation and Rigging*” - implementing two different techniques for facial animation in *Maya*
- *Maya, Softimage|XSI 4, Photoshop* and Graphical Programming
- I took part in “*Acting for Animators*” workshop with Ed Hooks during the *Animex* festival
- I attended a Life Drawing Workshop in my spare time to improve my traditional art skills

ACTIVITIES & INTERESTS

- Learning Polish
- I am working on my second short film
- Acting and drama
- Good films, good coffee and video games
- Photography and drawing
- I play sports, go trekking