## Contact

41475377 (Mobile)
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www.linkedin.com/in/gillfrank
(LinkedIn)
www.gillfrank.dk (Personal)

## Top Skills

Adobe animation cc
Redshift
Teksturering

## Languages

German
English
Danish

# Gill Frank

3D Artist CG Animator with a Bachelor of Technology in animation
Allerød, Capital Region, Denmark

## Summary

2D/3D animator with a Bachelor of Technology in animation and 18
years experience in TV series, advertisements, music videos, movies
and games.

I pride my self-motivation, artistic visions and my ability to stay
positive by lifting team members spirits, especially during busy
times. One of the most important parts of life is to enjoy my work
and connect with colleagues in a fun way. I work well in teams and
individually. I have been a supervising lead animator of a team and
I had the confidence to take on the responsibility when I set up my
own animation company. I created my own website as well as setting
up the website for two other companies.

I am internationally open-minded due to the fact that I grew up
in Denmark and have studied and worked in Ireland, Austria and
Scotland. I am married to an English lady, we have two young
daughters and our home language is English. In my spare time, I
enjoy editing family videos.

Most experienced in:
Maya
Adobe Cloud
Adobe Premiere
Adobe Cloud
Adobe After Effects
Procreate (Ipad)
Toomboom Harmony

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## Experience

AVdesign
Consultend as a 3D Generalist
February 2023 - April 2023 (3 months)
Billund, South Denmark, Denmark

Creating animation and rendering for client.

Includes: Maya light setup and redshift texture.

Animation and output to render passes for final look.

2D character animation for client.

## Copenhagen Bombay Productions
Senior Character Animator
February 2022 - December 2022 (11 months)
Danmark

## Tactile Games
3D Artist/Animator
November 2020 - February 2022 (1 year 4 months)
Copenhagen, Capital Region, Denmark

Creating advertisements for Tactile games marketing.

Creating environment assets & props

Storyboarder for each ad to fit the gameplay.

Rigging, modelling and skinning of characters.

Fully animating shots in 3D and 2D.

Creating final render and finishing all up in After Effects.

## Copenhagen Bombay Productions
3D Animator
September 2019 - February 2020 (6 months)
Copenhagen Area, Capital Region, Denmark

Character Animator on tv series Mia's Magic Playground. A 24 episode with 3
kids and their imagination in the 3D world which now premiere on Viasat.

## DR - Danmarks Radio
2D Animator
June 2019 - June 2019 (1 month)
Denmark

2D Animation and compositing on a 50s style for Danish Tv.

## Larsen VFX
Motion Graphic Artist
August 2017 - August 2017 (1 month)
Copenhagen Area, Denmark

Created Commercial for Føtex Danish food store,  as a compositor in Adobe
After Effects.

## DR - Danmarks Radio
### Adobe After Effects Compositor
July 2017 - July 2017 (1 month)
Copenhagen Area, Denmark

Created Animation for Danish TV Program Danmarks Radio.

## gillfrank.dk
3 years 5 months

### CEO Animation Company
December 2014 - March 2017 (2 years 4 months)
Copenhagen Area, Denmark

Running my own business as compositor and 2D/3D animator.

Dealing with clients and creating visual art.

Co-produced 19 animated music videos.

### Gill Frank Freelancer
November 2013 - March 2017 (3 years 5 months)
Copenhagen Area, Denmark

Rigging 2d characters in adobe after effects. Animating and composting the shots, Adding effects.

Editing storyboard for output to AE to have sound ready for use in each shot.

Clients:
Redeye produktion.
Ghost A/S
Advance A/S

## Garage Film Int AB
### Adobe After Effects Compositor
March 2016 - March 2016 (1 month)
Copenhagen Area, Denmark

Mask out some shots for grading on this great movie.

## Ghost A/S
### 3D Previs Artist.
June 2013 - July 2013 (2 months)
Copenhagen Area, Denmark

Previs Artist for Hero Factory Movie.

## Wil Film Aps

2 years 6 months

3D Animator and Storyboard Artist
January 2012 - June 2013 (1 year 6 months)

Working as a 3D Previs artist for the up coming Yoda Chronicles Short film and new Ninjago Series.

LEGO 3D storyboard artist.
Worked on LEGO Ninjago:Master of Spinjitzu TV-Series.
Gained experience in all aspects of creating high quality previs work, including setting up cameras and layouts in Maya, plus providing a detail character and vfx blocking.

3D Storyboard Artist
January 2011 - May 2012 (1 year 5 months)
Copenhagen

LEGO 3D storyboard artist.
Worked on LEGO Ninjago:Master of Spinjitzu TV-Series.
Gained experience in all aspects of creating high quality previs work, including setting up cameras and layouts in Maya, plus providing a detail character and vfx blocking.

Duckling A/S
Animator
July 2012 - August 2012 (2 months)
Copenhagen Area, Denmark

Full character animator for commercials for Danish TV.
I worked on 3 different commercials: LEGO Starwars to LEGO Hero factory and Bähncke Sauce.
Beside the animation part I worked closely with the clients to show and make changes to the shots.

Gimmick Studio vfx
3D Previs Artist/Animator
May 2012 - May 2012 (1 month)

The Danish Film School
3D Generalist Maya
December 2010 - December 2010 (1 month)

Working with the Danish film school to finish there midway short film project with Light/Rendering setup to the scenes and Organising work flow to the colleges.

4 weeks work.

## Gimmick VFX
### Animator for LEGO Starwars shortfilm
June 2009 - June 2010 (1 year 1 month)

Character animator for LEGO Star Wars short film :BOMBAD BOUNTY.

Character animator on LEGO:The Quest for R2-D2.

Was in a small team to create full Layout, Camera setup, staging and full
Character animation.
Was on a tied scheduled to make it in time, with only me and 2 other
animators.

## Copenhagen Bombay Productions
### 2D Animator for Frugt Fjolser
October 2009 - May 2010 (8 months)

Com-positing and animating for a two minute commercial to all the big food
stores in Denmark.
All done in Adobe aftereffects.

Plus making the animation for libraries of Denmark on www.pallesgavebod.dk
In charge of rendering and lighting the scenes for print.

## Devils, Angels & Dating
### Animator, 3D generalist and Modeler.
January 2009 - December 2009 (1 year)
World

A online short film made with many talented people.

## Deadline Games
### 3D Game Animator
May 2007 - May 2009 (2 years 1 month)
Copenhagen Area, Denmark

Animator for new gen game. (Watchmen)
Close communication with Lead Animator.
Cleanup of mocap and key animation for game.
Animating Cutscenes

## SUPER UMAMI LTD.

Freelance 3D Animator
February 2007 - May 2007 (4 months)
Scotland

Working on a pilot episode called KNTV.

Sitting with animators and storyboarders artist.

Animating full scenes.

GLASGOW ANIMATION LIMITED
Animation Senior Supervisor
September 2006 - January 2007 (5 months)

I was previously employed at Glasgow animation. I was working as a senior animator and got promoted to Animation supervisor on a high end 3D film called Billi The Vet. The cast includes sir Sean Connery as Billi and along side him we have Gail Porter, Ruby Wax, Alan Cumming, Richard Bryars, Ford Kiernan, Maria Margoyles and the music is being produced by Patrick Doyle.

Duties included working with management, keeping Deadlines, supervising animators,
Communicating with Layout Dep, Rendering Dep  Storyboard Dep and Producer.

Rockstar Games
3D Game Animator
October 2004 - June 2006 (1 year 9 months)
Vienna

Duties included: working with the new Gen-game and communicate with project management, handling with deadlines, tweaking Mocap animation for use in game and key animation for the AI System.

Small film project
Modeler/Animator
June 2001 - August 2001 (3 months)
Dublin

The Milliner (3Dfilm production).  Worked on modeling and Animation for a cinema short film, which was presented at the Cannes film festival  and Amnesty film festival in 2002.

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# Education

Ballyfermot College of Further Education
Bachelor of Technology - BTech, Classical Animation · (1999 - 2001)

VIA University College
3D Diploma, 3D Character Animation · (2003 - 2004)

Randers Fine Art School Denmark
Art · (1998 - 1998)

Visual Language Viborg Animation School Denmark
Art · (1997 - 1998)

Richard Williams Masterclass
Animation, 2D Animation · (1997 - 1997)