

ALAN SHAMSUDIN

email@alanshamsudin.com

www.alanshamsudin.com

Objective

Position as a Character Animator

Skills

- Ability to work with Traditional and Digital medium
- Understanding of the animation production process
- Understanding of animation principles
- Understanding of basic graphic design principles
- Strong foundations in traditional art
- Ability to work collaboratively in a team environment
- Ability to work under pressure
- Strong communication and management skills

Work Experience

2003-2007 ODEON Film Studio <i>-3D Character Animator and Visual Development Artist for TV commercials and Feature Film</i>	www.odeon.com.pl
2002-2004 Studio SOI <i>-Animator, Modeler and Composer for 2 of the studios shorts</i>	www.studiosoi.de
2002 Se-Ma-For <i>-Clay sculpture for a Stop-Motion animation Commercial</i>	www.se-ma-for.com
2000-2003 Lightcraft <i>-3D generalist for local TV commercials</i>	www.lightcraft.pl

Education & Training

2001	Filmakademie Baden – Wuerttemberg, Germany Voluntary work on school projects
1996-2001	Polish National Film School (PWSFTviT), Poland Graduated with a Diploma in Animation & Special Effects
1994-1995	Malaysian Institute of Arts Completed 2 out of 6 semesters

3D Software

LightWave 3D	●●●
Maya	●●○
Softimage XSI	●○○
3DS MAX	●○○
Modo	●○○

2D Software

Photoshop	●●●
After Effects	●●●
Digital Fusion	●●●
Shake	●○○
Combustion	●●○
Premier	●●○
Final Cut Pro	●○○
Motion	●○○
Animo	●●●

Languages


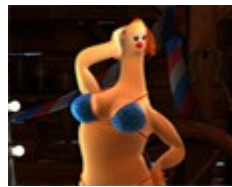
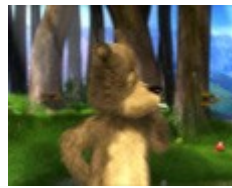






English	●●●
Polish	●●○
Malay	●○○

bigginer= ●○○

Intermediate= ●●○

expert= ●●●

DEMO REEL – Breakdown

Shot	Project Information	Task	Software
	Publicis Poland Coca-Cola: Rywale TV Commercial	Director Animation Character Design	Maya LightWave 3D Photoshop
	ODEON Film Studio Kury (Chickens) Promotional Short	Animation Character Design	Maya Photoshop
	ODEON Film Studio The Miso Animation Test	Animation Character Design Modeling	LightWave 3D Photoshop
	JWT Poland Kinder Biovital: Gumisie TV Commercial	Animation Compositing 2D tracking	Maya LightWave 3D Digital Fusion
	G7 Poland Era GSM: Nemo TV Commercial	Animation Rigging	LightWave 3D
	G7 Poland PZ Cussons: Skerzat TV Commercial	Animation Rigging Modeling	LightWave 3D
	ODEON Film Studio Wrobel (Sparrow) Animation Test	Animation Rigging	LightWave 3D
	ODEON Film Studio Blumis 3D Animation Test	Animation Rigging Modeling	LightWave 3D
	Sinea Group Mlekpól: Laciata TV Commercial	Co-Director Animation Character Design Rigging	LightWave 3D Photoshop

DEMO REEL – Breakdown

Shot



Project Information

BUM
Berlin Chemie: Flavamed
TV Commercial

Task

Animation
Rigging

Software

LightWave 3D



Nos/BBDO Poland
Mars: UncleBens
TV Commercial

Animation
Modeling

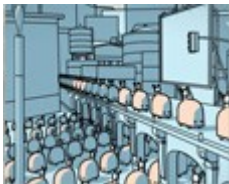
LightWave 3D



Studio SOI
Strasse Der Spezialisten
Short Film

Animation
Modeling
Compositing

Maya
LightWave 3D
Combustion



ITFS 2002 & MTV
Bunnies
Trailer

Animation
Modeling

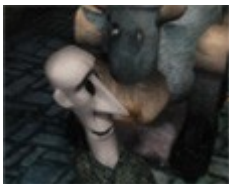
LightWave 3D



PWSFTviT
"W"
Short Film

Animation

Maya



Filmakademie
Mouse
Short Film

Animation
Modeling

Softimage 3D



PWSFTviT
Tempo
School Project

Director
Animation
Modeling
Compositing

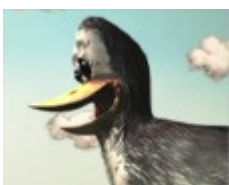
Maya
After Effects



Leo Burnett Poland
Vizir
TV Commercial

Animation
Rigging

LightWave 3D



Alchemik
Pingwin
Short Film

Animation

Maya

DEMO REEL – Breakdown

Shot



Project Information

Ploi
Zlam Kod
TV Game Show

Task

Co-Director
2D Animation
Compositing

Software

Animo



Van Worden
Birman
Short Film

Flash Animation
Character Design
Compositing

Flash
After Effects



Ploi
Spadajace Cena
TV Game Show

Co-Director
2D Animation
Compositing

Animo



PWSFTviT
Singapura Dilanggar Todak
Short Film

Director
2D Animation
Designs & Layout
Edit

Animo
After Effects
Premier



Testardo Red Cell
Wedel:Czekotubka
TV Commercial

Animation
Rigging
Compositing

LightWave 3D
After Effects

None of these could have been done without the help of my talented colleagues