

ADDRESS	19 The Grove, Mosman NSW 2088 Mobile: 0403 020 126 Email: nigelhaslam@gmail.com
PERSONAL	Born 29/11/1962. Age 45 years Dual British/Australian citizen
SKILLS	Digital media, animation and special effects. Creative screenwriter, director/producer. Strong leadership skills. Adaptable, resourceful, personality enjoys challenge and handles stress well.
TECHNICAL	3D: Softimage XSI, Maya, 3D Studio Max, ZBrush, 2D: After Effects, Photoshop
INTERESTS	Screenwriting, Film and TV production

CAREER SUMMARY

Current 2005 - 08	Postmodern Sydney Firehorse Studio Sydney, Australia	Freelance 3D Animator Senior 3D Animator
1999 - 05	Self-employed	3D Animator / Screenwriter
1997 - 99	Animal Logic Sydney Australia	Senior 3D Animator / Head of 3d
1996 - 97	Zap Productions Sydney, Australia	Senior 3D Animator and designer
1994 - 96	Island Image Ltd. Honiara, Solomon Islands	Video Producer / director and trainer
1993 - 94	Calvert Cobbler Prod Co. Los Angeles, USA	Animation Paint and Trace supervisor
1992 - 93	Varga Film Kft. Budapest, Hungary	Head of Paint and Trace, 3D computer Animator
1990 - 92	Richard Williams Ltd. Camden, London	Cel animation Painter, Tracer, Final Checker

CAREER DETAILS**SENIOR 3D ANIMATOR****2005 - present**

Went full-time with Firehorse Studio after several years of freelancing with the company.

SELF EMPLOYED SCREENWRITER / ANIMATOR**1999- 2005**

Wrote first draft screenplay, attached Bill Hughes as Producer (AFI Award – Best Film 1998 for The Interview), signed an option with Columbia Tristar, June 2000.

Worked freelance on commercials while developing my feature film script.

ANIMAL LOGIC PTY. SENIOR ANIMATOR / HEAD OF 3D 1997 - 99

Animating on both television and film projects. As Head of 3D, I was exposed to the full range of company activity, from production and personnel, to hard and software purchasing. In particular I was involved in developing and overseeing special effects and animation in the film and television departments, advising clients in pre-production, attending shoots and subsequent post-production design development.

ISLAND IMAGE VIDEO PRODUCER DIRECTOR**1994 - 96**

After joining this Solomon Islands company, I developed a slate of corporate, educational and government productions, working solo on all aspects of my productions, from producing, scriptwriting, directing and camera, to editing, graphic design and duplication.

- Developed my production skills enormously through full-time commitment

VARGA FILM AND VIDEO**HEAD OF PAINT & TRACE / 3D ANIMATOR 1993 - 94**

Overlapping my position of supervisor for Calvert Cobbler, this was a natural progression to take wider responsibilities within Varga studio including staff scheduling, payroll and accommodating other projects besides "The Thief". I was invited to join the newly formed Digital Media Department, where I trained in digital graphics. After six months I opted to focus on 3D animation and began to produce animation elements for TV commercials for both the local and international market. Varga was a 'beta' test site for Softimage Creative Environment and I was responsible for all communication with the company.

- Learned digital media design, animation and 3D modelling
- Produced a pop music clip which generated considerable interest and business from advertising agencies.
- Produced and directed my first 3D animated TV commercial
- Produced and directed my first live-action music clip, for a Russian/Hungarian group

CALVERT COBBLER PROD. CO' PAINT AND TRACE SUPERVISOR 1992 - 93

Supervisor of over seventy, full and part-time, staff on continued production of the same feature film under its new title "The Princess and the Thief". Sole responsibility for quality and quantity of output, reporting to the Producer in Los Angeles. Handled receipt of artwork from newly contracted animation companies in Bangkok, Dublin, London and LA.

- Revised and streamlined Paint and Trace production
- Created small team units with collective responsibility for quality
- Initiated recruitment of new staff at Varga and an additional, introductory, training program
- introduced a bonus scheme for both individuals and "Team of the Week"
- Increased output a further 30%

RICHARD WILLIAMS LTD. PAINTER / TRACER / FINAL CHECKER 1990 - 92

Joined the painting department of this prestigious animation company during production of the feature film "The Thief and the Cobbler". Selected to assist in the supervision of a sub-contract with Varga Film and Video Kft., in Budapest, Hungary. Involved in the set up and re-structuring of Varga Studio Paint and Trace Departments for large scale production. Responsible for processing and cataloguing of incoming artwork, estimating paint requirements and placing orders. Assisted with pre-paint checking, the distribution of materials and supervision of artwork throughout the departments. Liaised with senior animation directors and cameramen regarding technical aspects of the work and regularly reported to the Producer in London. Collated finished materials and assisted the final checking and fixing. Negotiated cel payment rates and consistently maintained a high level of communications between the two companies.

- Promoted from Trainee Painter to Tracer and Final Checker within six months
- Developed a thorough knowledge of traditional animation process and techniques
- Devised progress report forms
- Created artwork catalogue and an equipment and paint stock inventory
- Fostered a trusting relationship with Varga Studio staff and management
- Developed knowledge and skills of existing staff by on the job training
- Raised quantity of Varga Studio Paint and Trace output by 50%