

Contact

41475377 (Mobile)
gillfrank76@gmail.com

www.linkedin.com/in/gillfrank
(LinkedIn)
www.gillfrank.dk (Company)

Top Skills

Maya
After Effects
Premiere

Languages

German
English
Danish

Gill Frank

Your next Animator
Allerød, Capital Region, Denmark

Summary

2D/3D animator with 18 years experience in tv series, advertisements, music videos, movies and games.

Preferred and most experienced in:

Maya
Adobe Premiere
Adobe Photoshop
Adobe After Effects
Adobe Muse
Procreate (Ipad)

Experience

Selvstændig

CEO Of Animation Company 'Gill Frank'.
June 2019 - Present (10 months)

Worldwide

Set up my own animation company with a CVR number (company registration number). I accept freelance jobs worldwide as well as contracted work.

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

AE Compositor

July 2017 - July 2017 (1 month)

Copenhagen Area, Denmark

Created Animation for danish tv Program.

gillfrank.dk

Freelance Motion Graphic Designer

May 2017 - May 2017 (1 month)

Copenhagen Area, Denmark

Graphic Design for background screens at concerts by Morten DJ.

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 compositing 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

GaragefilmIntAB

Adobe after effects comper
March 2016 - March 2016 (1 month)
Copenhagen Area, Denmark

Mask out some shots for Grading on this great Movie.

Animationaccess

Founder of Animationaccess
August 2012 - August 2013 (1 year 1 month)
home

Animation Access deliver high quality of 3d animation for use in television and film.

Animation Access has been involved in several productions both in the gaming industry and advertising and film. If you need a little publicity for your website or use of graphic description of a product! Animation Access can help you.

Ghost A/S

3D previs artist.
June 2013 - July 2013 (2 months)
Copenhagen Area, Denmark

Previs Artist for Hero Factory Movie.

Wil Film Aps

3D Previs artist / animator
November 2012 - June 2013 (8 months)

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

Duckling A/S

Animator
July 2012 - August 2012 (2 months)
Copenhagen Area, Denmark

Full Character animating Commercials for Danish Tv.

I worked on 3 different Commercials: LEGO Starwars to LEGO Hero factory and Bähncke Sauce.

Beside the animation part I was close with the clients to show and make changes to the shots.

Gimmick vfx

3d Previs Artist/ animator
May 2012 - May 2012 (1 month)

Animated the fish in the end shots.

Wil Film ApS

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.

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

May 2010 - June 2010 (2 months)

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

Copenhagen Bombay Productions

2D Animator for Frugt Fjolser

May 2010 - May 2010 (1 month)

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

All done in Adobe aftereffects.

Copenhagen Bombay Productions

Animator

October 2009 - March 2010 (6 months)

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.

Gimmick VFX

Character Animator

June 2009 - June 2009 (1 month)

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 tight schedule to make it in time, with only me and 2 other animators.

Deadline Games

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

Freelancing

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

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 Vienna

Game Animator

October 2004 - June 2006 (1 year 9 months)

Vienna

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

LEGO

Illustrator

August 2002 - June 2003 (11 months)

Billund

Lego system A/S - 2D & 3D Illustrator. Duties included working with project management, 3D model building and rendering, color correction and building instructions.

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.

Education

The Animation Workshop, Viborg

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

Ballyfermot College Ireland

2D Animation Diploma , Classical 2D Animation · (1999 - 2002)

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)