

GILL FRANK

Experienced 2D & 3D Animator

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Allerød, Nordsjælland, Denmark



EXPERIENCE

Animation production Manager

PICOCO 06/2024 Copenhagen, Denmark
<https://www.piboco.com/en/>

Children's Picture Books

- Adapting children's book illustrations into 2D animations using Unity
- Actionscripting
- Increased team efficiency by 20% by implementing new workflow automation tools.
- Managed a team of 6 animators, handling over 30 projects annually using Uniy and spreadsheets

Consultant 3D Generalist

AVdesign/LEGO 02/2023 - 04/2023 Billund, South Denmark, Denmark
<https://avdesign.nu/>

Animation for tv, ads, animated movies, social media and radio

- Creating animation and rendering for LEGO
- Includes: Maya light setup and redshift texture
- Compositing
- 2D character animation

Senior Character Animator

Copenhagen Bombay Productions 02/2009 - 10/2022 Copenhagen, Capital Region, Denmark
<https://copenhagenbombay.com/da/>

Animation for children

- Various animation projects
- Character Animator of 24 episodes for TV series Mia's Magic Playground on Viasat
- Compositing and animating an advert for Denmark's supermarkets
- Animating advert for **libraries of Denmark**
- In charge of rendering and lighting the scenes for print

3D Artist/Animator/Marketing

Tactile Games 11/2020 - 02/2022 Copenhagen, Capital Region, Denmark
<https://tactilegames.com/>

Game developer

- Creating adverts for Tactile Games marketing
- Creating environment assets & props
- Coming up with creative ideas and concepts for the animations
- Storyboarding each advert to fit the gameplay
- Fully animating shots in 3D and 2D
- Creating final render and finishing all up in After Effects

CEO Animation Company

Gill Frank 06/2013 - 11/2020 Copenhagen Area, Denmark
<https://www.gillfrank.dk/>

Animation projects

- Dealing with clients, creating visual art and make changes to the shots
- Co-produced 19 animated music videos for **Peter Asschenfeldt**
- 2D Animation and compositing on a **50s style for Danish TV DR**
- Created advert for Føtex Danish food store
- Full character animator for adverts: LEGO Star Wars; LEGO Hero factory and Bähncke Sauce
- Adobe After Effects Compositor
- 2D/3D Animator
- Motion graphics
- 3D Previz Artist for Ghost, Gimmick and Duckling

SUMMARY

2D/3D Senior Animator, Storyboard Artist, 3D Previz Artist and Games Animator. Bachelor of Animation and 20 years experience in TV series, advertisements, music videos, movies and the games. I pride my self-motivation, artistic visions and my ability to stay positive by lifting teams spirits, especially during busy times. One of the most important parts of life is to enjoy work and connect with colleagues in a fun way. I work well in teams and individually. I have been a supervising lead animator and CEO of my own animation company.

SOFTWARE KNOWLEDGE

Maya Adobe Premiere Toon Boom
Unreal PhotoShop Previz Layout
Maya RedShift Adobe After Effects
Unity

SKILLS

Motion Graphics 2D Animation
3D Animation Illustration
Storyboarding Marketing Rigging
Modelling Rendering Lighting

CLIENTS

LEGO
M2 production
DR Danmarks Radio
AV Design
Føtex
KNTV
Ghost
Larsen VFX
Peter Asschenfeldt
Denmarks libraries

EXPERIENCE

3D Animator and Storyboard Artist

Wil Film Aps 📅 01/2011 - 06/2013 📍 Copenhagen Area, Denmark
🔗 <https://www.wilfilm.dk/>

Animation for TV, Films, Adverts,

- Storyboard artist and 3D Previz artist for Yoda Chronicles Short film and LEGO Ninjago: Master of Spinjitzu TV-Series
- Gained experience in all aspects of creating high quality previz work, including setting up cameras and layouts in Maya, plus providing a detail character and VFX blocking

3D Generalist Maya

The Danish Film School 📅 07/2010 - 12/2010 📍 Copenhagen
🔗 <https://www.filmskolen.dk/en>

Film School

- Short film project with Light/Rendering setup to the scenes
- Organising work flow to the colleges

3D Animator

Gimmick VFX 📅 06/2009 - 06/2010 📍 Copenhagen Area, Denmark
🔗 <https://www.gimmick.dk/>

Animation, VFX, Motion Graphics productions

- Animator for LEGO Star Wars short film
- Character animator on LEGO: The Quest for R2-D2
- Character animator for LEGO Star Wars short film :BOMBAD BOUNTY
- 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

3D Game Animator

Deadline Games 📅 05/2007 - 05/2009 📍 Copenhagen Area, Denmark
🔗 https://da.wikipedia.org/wiki/Deadline_Games

Computer Games

- (Watchmen) Close communication with Lead Animator
- Cleanup of motion capture and key animation for game

3D Animator

SUPER UMAMI LTD 📅 02/2007 - 05/2007 📍 Sterling, Scotland
🔗 <https://www.superumami.com/>

Animation productions

- Pilot TV episode called KNTV
- Sitting with animators and storyboarders artist

Animation Lead Supervisor

GLASGOW ANIMATION LIMITED

📅 09/2006 - 01/2007 📍 Glasgow, Scotland
🔗 <https://www.guardianofthehighlands.com/>

Feature Film Animation studio

- Animation Supervisor on a high-end 3D film called Billi The Vet
- The cast includes Sir Sean Connery, Gail Porter, Ruby Wax, Alan Cumming, Richard Bryars, Ford Kiernan, Maria Margoyles and music produced by Patrick Doyle
- Implemented a new pipeline
- Collaborating with management
- Keeping deadlines
- Supervising animators
- Communicating with producer, layout, rendering, storyboarding departments

VOLUNTEERING

Teaching 2D Perspective Drawing

Coding Pirates

📅 04/2024 - 05/2024

Teaching children aged 9-13 years

- Open and clear communication
- Patience

2D Illustrations

Good Mind

📅 01/2024 - Present

- Creating explainer whiteboard videos using Procreate and Abode After Effects

LANGUAGES

Danish Native ●●●●●

English Proficient ●●●●●

German Intermediate ●●●●●

EXPERIENCE

3D Game Animator

[Rockstar Games](#) 📅 10/2004 - 06/2006 📍 Vienna, Austria
🔗 <https://www.rockstargames.com/>

Computer Games Company

- Duties included: working with the new Gen-game and communicate with project management, handling with deadlines, tweaking Motion Capture animation for use in game and key animation for the AI System
- Highlight your accomplishments, using numbers if possible.
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EDUCATION

3D Diploma, 3D Character Animation

[VIA University College](#) 📅 2003 - 2004

Bachelor of Classical Animation

[Ballyfermot College of Further Education](#) 📅 09/1998 - 06/2001

Illustration course

[Randers Fine Art School Denmark](#) 📅 01/1998

Visual Language

[Viborg Animation School Denmark](#) 📅 01/1997 - 1998