



Tim Kilgour

3d/vfx animator

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curriculum vitae

Employment History

Oct '07 onwards: Freelancing

Lola	XSI animator	TV Series 'Earth Catastrophes' and 'How the Earth was made'.
Mecompany	XSI animator	Magazine and poster campaign 'LG'.
Glassworks	XSI animator	Commercial for 'News of the World' and bumpers for 'Dave'.
Fluid	XSI animator	TV film 'The Colour of Magic'
Mr & Mrs Smith	XSI animator	TV commercial for the Irish Lottery

Mar '03 – Oct '07: Clarke Associates Ltd

Head of 3D/VFX

I worked on the feature film 'Man on Wire' and the BBC TV series 'Surviving Disaster' and 'Lost Worlds', as well as 'Superstorm' and 'Simon Schama's Power of Art'. When digital ammo was merged with Clarke Associates, I took on the role of Head of 3D Design and Animation and 3D Visual Effects, which entailed both on-set CG supervision and green screen.

Dec '98 – Oct '07: digital ammo Ltd

3D Designer / Animator

I set up digital ammo to take on 3D animation for commercial, broadcast and corporate clients.

I also freelanced on projects that needed a self-motivated creative 3D person.

Clients included:

Mecompany	softimage3d	Computer Games 'B.P.M' - character design and animation.
Glassworks	softimage3d	Bjork music video 'All is Love' and commercials for Boots and BUPA.
Red Post	softimage3d	TV station ident for 'ON digital'.

Dec '97 – Oct '98: XTVCELL

Head of 3D

I headed up the 3D department and my role involved running and being an active member of the XTV design team. Projects included 'Sky One' Launch. Other clients included Saatchi and Gray.

Oct '96 – Dec '97: London Post

Head of 3D/Graphics

I worked on projects including the Disney Channel, Channel 5 indents and Formula One titles.

Mar '95 – Oct '96: Timbo

3D Designer / Animator

I worked with clients including BBC TV, Thames TV, Wall to Wall TV.

Jan '92 – Mar '94: Softimage

Softimage | 3D Trainer/Demonstrator

I worked closely with clients such as ILM and Sony on using Softimage.

Jan '90 – Jan '92: BBC NCA

I was contracted to run and train the NCA 3D graphics dept in the use of Vertigo software.

Projects included 'The Nine O'clock News'.

Jan '88 – Jan '90: G&T Ltd

3D Designer / Animator

Clients included British Airways, Mercury and Abbey National.

Skills

I am self-motivated and hard working, and with experience in most fields of post-production I bring a professional execution to projects. I am flexible, efficient and can work well in a team or as team leader as well as on my own. I enjoy a challenge and I love to learn new things, whether technical or creative.

Software

3D:	Softimage XSI; Zbrush; and a little Maya.
2D:	After Effects; Photoshop; Illustrator; and a little Shake.
Tracking:	PF track, Match Mover, 3D Equalizer.

Education

Graphic Design BA (Hons) at North Staffordshire Polytechnic.

Interests

I am very keen sailor and now race sports boats at weekends. I enjoy cycling and have been lucky enough to mountain bike in the USA and Canada. I have dived for the last 15 years, trained as a rescue diver and have seen some great sights around the world. I also like to snowboard.