

OLIVER PATERSON

Animator

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EXPERIENCE

Lead Animator

November 2021 - Present

MyDeal

- Create high-quality style frames, storyboards, 2D animations, artwork and graphic designs that meet project specifications and are optimised for the final product.
- Creation of short-form content includes: animated social posts, highlight videos, promotional spots, teaser videos, & product showcases.
- Develop and create refined final assets for digital and print media.
- Create, maintain, and archive asset library.
- Provide & receive constructive feedback.
- Adhere to strict brand guidelines.
- Work closely with the broader content team and other stakeholders to produce project requirements.

Animator & Artist

January 2017 - Present

Freelance

- Conceptualise, design, and deliver a wide range of creative projects, including logos, branding materials, digital illustrations and animations for various clients.
- Collaborate closely with clients to understand their vision and requirements to develop animation sequences that align with project style and storytelling.
- Utilise a variety of design and animation techniques to create dynamic and engaging content for digital and print media.
- Manage all aspects of the design process from initial concept to final delivery, ensuring high-quality results within budget and time constraints.
- Experienced in editing a variety of video formats including short films, commercials, corporate videos, explanation videos, and social media content.
- Ability to seamlessly integrate animations and motion graphics into video projects, creating dynamic and engaging multimedia experiences.
- Collaborate with other team members including designers, marketing teams, producers, writers and other animators.
- Work with storyboards, animatics, and concept art to guide animation.
- Consult with clients for feedback, fine-tuning, revising and editing to their specifications.
- Clients include, but are not limited to: Mt. Hotham Freeski, THIRDSCREEN Media, & Out Of The Box Film Company

ACHIEVEMENTS

- Short-listed by Cartoon Network as part of a cartoon pitch initiative.
- Animated short "*World's Apart*" admitted into International Kids Film Festival 2019, New York Arts & Entertainment Film Festival 2020 (Finalist position), World London Film Festival 2020, Melbourne International Film Festival 2020, and Tokyo Lift Off Film Festival 2021, "Lift-Off" and MIAF film festivals 2021
- Animated short "*Battle D.O.G.S*" admitted into Boston International Film Festival 2019

EDUCATION

Bachelor of Fine Arts (Honours) - Animation

Victorian College of the Arts, The University of Melbourne

SKILLS & CAPABILITIES

- **Stakeholder management:** Skilled in managing relationships with stakeholders at all levels, effectively gathering project requirements, communicating progress, and ensuring final deliverables meet or exceed expectations.
- **Keen eye for detail:** Maintains a meticulous attention to detail in every project, ensuring high-quality outcomes without overlooking finer points.
- **Accomplished verbal & written communication:** Exhibits excellent verbal and written communication abilities, facilitating clear and concise conveyance of creative ideas, project expectations, and feedback across teams and with stakeholders. Engages in constructive discussions and provides detailed documentation and presentations to support project visions and revisions.
- **Problem solver:** Proven track record of effectively identifying and resolving project challenges, employing creative thinking and technical skills to overcome obstacles.
- **Strong organisational skills:** Demonstrates superior organisational capabilities, managing multiple projects simultaneously with strict timelines. Employs effective project management and digital organisation tools, alongside a disciplined approach to workflow management.
- **Team-player who can also work independently:** Known for a collaborative spirit in team settings, contributing positively to group projects and brainstorming sessions. Equally proficient when working independently, demonstrating self-motivation and the ability to drive projects to completion without direct supervision.
- **Animation/Design Software:** Adobe Suite (Photoshop, Animate/Flash, After Effects, Illustrator), ToonBoom Harmony, TVPaint11Pro, Maya, Blender
- **Project Management Software:** Microsoft Teams, Figma, Trello, Slack, & Monday.
- **Office Software:** Microsoft Office & Google Suite.