

Personal Details	<removed for web>	Date of birth: <removed for web> Tel (home): <removed for web> Tel (mobile): +44 (0)7941 754024 Email: <removed for web> Website: www.gavinharrison.co.uk
Education	MSc Computer Animation Result: Distinction University of Bournemouth (NCCA), Bournemouth, UK <ul style="list-style-type: none"> • Masters Project – Cloth Simulation and Motion Capture Data. • Computer Animation Techniques & Tools – Maya, Houdini, RenderMan. • Computer Graphics Fundamentals – Algorithms and maths for graphics. • Computer Animation Project – Modelling, shaders, particle effects, compositing. • Programming For Graphics – C++ and OpenGL. • Computer Animation Theory & Practise – Algorithms, flocking, particles, cloth. • Group Project – Location shoot, modelling, particle effects, shaders. • Personal Research – Topography models created from map data. • Visual Theory & Practise – Storyboards, animatics, cinematography. 	09/2004 - 09/2005
	BEng (Honours) Aerospace Materials Technology Result: Second Class Honours Queen Mary, University of London, UK <ul style="list-style-type: none"> • Advanced study of composites, ceramics, metals and polymers. • Mathematics, thermodynamics, mechanics and material fracture & failure. • Finite element analysis, CAD, aeronautical design and financial management. • Individual Research Project – Composites. 	09/1994 - 06/1998
Employment	Senior Web Developer	ts.com 04/2000 - 09/2004 <ul style="list-style-type: none"> • Required strong technical skills and knowledge in one or more areas of expertise. • Developed advanced web applications. • Produced project plans and identified critical tasks and/or resources, often managing small development teams. • Liaised with clients throughout project life cycles. • Required broad understanding of the company's business. • Worked with Chief Technical Officer and Development Manager to deliver, maintain and communicate the architectural design of the products.
	Application Engineer	Plasmoco 06/1998 - 04/2000 <ul style="list-style-type: none"> • Required strong 3-dimensional modelling skills. • Required strong analytical and communications skills. • Required good knowledge of plastics engineering, from concept design through to production. • Responsible for complete project life cycles, liaising with clients at every stage. • Produced technical documents and presentations for clients. • Provided software training and technical support for customers.

Skills	Language / Application	Level	Years of Experience
Programming	C++	Strong	2
	OpenGL	Intermediate – Strong	1
	QT	Intermediate	1
	RenderMan API	Intermediate	1
	Maya API	Beginner - Intermediate	1/2
Scripting	MEL	Strong	1
	HScript	Intermediate	1
	RenderMan Shading Language	Intermediate	1
	Slim & MTOR	Beginner - Intermediate	1
	Perl	Strong	5
	Tcl/Tk	Intermediate	2
	Shell Script	Intermediate	5
	MySQL	Intermediate - Strong	5
	PHP	Strong	5
	JavaScript	Intermediate - Strong	5
	XML, XHTML, HTML, CSS	Excellent	6
Graphics Software	Alias Maya	Strong	1
	Side Effects Houdini	Strong	1
	Apple Shake	Beginner - Intermediate	1
	Adobe Premier	Intermediate	1
	Adobe Photoshop	Strong	5
	Adobe Illustrator	Intermediate - Strong	4
	Macromedia Flash	Strong	4
Software	Microsoft Office	Strong	10
	Subversion	Intermediate	1
	Sybase Power Designer	Intermediate	3
	Microsoft Visio	Intermediate	3
Operating Systems	Linux	Strong	5
	Windows 95/98/2000/NT/XP	Strong	10
	MAC OS 9	Intermediate	3

Training Courses

- Advanced Perl (5 days, classroom based)
- Building XML Applications (5 days, classroom based)
- Advanced Flash ActionScripting (3 days, classroom based)

Interests & Achievements

- President of the University Ski Club
- Full University and Club colours
- Represented Buckinghamshire County at athletics and basketball
- Royal Air Force marksman

References

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