

Resume : Kevin Phillips

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Personal Details

Name Kevin Wayne Phillips
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Strengths

- CG generalist using LightWave 3D (since 1995). Includes modeling, texturing, rigging, lighting, rendering, animating, dynamics, scripting and plug-in development.
- Good core skillset using Maya (since 2005) in a teaching role. Key areas taught include interface and operation of software, organic and hardbody modelling and surfacing, animating and basic rigging concepts.
- A strong team player, feel I get on well with people and am willing to put in the extra mile to help team complete tasks to deadlines. Willing to share knowledge openly with colleagues.
- Good work ethics, and company loyalty. Take direction well.
- Competent presenter, having presented and demonstrated LightWave techniques for several years to the general public, as well as teaching in both private classroom and University environments.
- Excellent teaching and training capabilities.
- Good trouble-shooter and problem solver for technical issues (CG, programming and IT based)
- Strong ability to adapt and learn new skills and tools. Very flexible and take on most any task when required.

Personal Achievements

- Co-authored the book "Essential LightWave 9" for Wordware publishing with Steve Warner. (<http://www.wordware.com/lightwave>)
- One of the authors of Wordware publishings' top selling "LightWave 8:1001 Tips and Tricks" book (<http://www.wordware.com/tnt>)
- Created 3 well-received LightWave DVD training products ("Project Viper modeling", "Project Viper texturing" and "Tips and Tricks, Vol 3") for Kurv Studios (<http://www.kurvstudios.com>)
- Created and run monthly meetings for the only LightWave Users Group in New Zealand, starting in 1998 til present.
- Created Scene optimization tools, and other work flow enhancing tools for LightWave. A few known to be used in commercial animation studios.
- 10 Tips (from "1001 Tips and Tricks") and introductory video tutorials created for Vue Infinite published in 3D World Magazine.

Key Interests

Sci-fi and CG movies, photography, guitar playing.

Employment History

- 2003 - 2007 (Current) **Natcoll Design (Training college)**
- Currently teaching full time since July while studio in down time.
 - Employee, working on a 0.5 time frame (half week) in conjunction with Studio work.
 - Teaching 3D modeling and Animation with LightWave 3D
 - Teaching Animation diploma classes using Maya 8.5, LightWave 9.2 and AfterEffects 7.0
 - Curriculum development (Animation module design, Tech editing CG workbooks, video tutorial material for student intranet)
- 2006 -2007(July) **Wordware Publishing**
- Writing contract to co-author new LightWave 9 book. Completed and went to print in July 2007.
- 2002 - 2006 (May) **Flux Animation Studios Ltd**
- Contracted 3D artist (Full time for first 1.5 years, then half-week in conjunction with teaching roles)
 - A variety of tasks (3D Generalist). Modeling, rigging, lighting, texturing, dynamics and particles, render-wrangling, character animation, technical animation and set dressing. Occasional in house tool development. Staff training.
- 2001 - 2003 **Auckland University of Technology, 3D visualization**
- Part time Lecturer
 - Industry moderator for student work
 - LightWave Short course curriculum Developer and Tutor
- 1999 - 2002 **Terabyte Interactive Ltd**
- Senior developer - Primarily back-end web work (ASP, HTML, WML, MS/Sybase SQL, Delphi, C)
 - Project leader on Document management software project
 - Custom software development for Accreditation system and OpenGL simulation projects.
- 1995 - 1999 **Netway Electronic Commerce / Telecom (NZ) Ltd**
- Primarily IT technician for Fax Broadcast network
 - Built and configured PC hardware, managed OpenVMS O/S server
 - Created custom PC fax software, Alarm paging software and System monitoring software

REFERENCES

Andrew McKee

Technical Director, Flux Animation Studios Ltd (NZ)

Email: andymck@kol.co.nz

Relationship : Work Colleagues at CG studio

Larry Shultz

Freelance 3D artist (USA)

Email: larrys@splinegod.com

Relationship: 3D Mentor and fellow CG artist