

## Christiaan Moleman

### Contact:

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<http://www.ninjadodo.net/>

### Experience

- Mar '11 to Jun '11 - Senior Animator at **Headstrong Games** in London.
  - Aug '09 to Jul '10 - Animator at **Ubisoft Paris** on *Raving Rabbids - Travel in Time (Wii)*.
  - Participated in a panel on AI & animation at the *Game AI conference 09* in Paris.
  - Apr '07 to Apr '09 - Animator at **Arkane Studios** in Lyon, France on various projects including *The Crossing*, *LMNO* and an unannounced title.
- While at Arkane I also did short missions on their behalf at **Darkworks** in Paris (6 weeks) and **Widescreen Games** in Lyon (2 months) to assist with additional animation.
- Wrote, directed and animated hand-drawn short film *Teddy*: <http://ninjadodo.net/teddy/>
  - Jul '05 to Sep '06 - Animator at **Streamline Studios** in Amsterdam, the Netherlands.
  - Researched and developed a thesis on how to use in-game character animation to drive interactive storytelling and gameplay: <http://ninjadodo.net/ianim/>
- ... and wrote an article about said project, which appeared in games industry magazine *Develop* (issue 50, May 2005), as well as a later related feature for *Gamasutra* entitled *The Necessity of Interactive Animation for Games* (June 2009).

### Education

- '05 to '06 - **Advanced Studies in Character Animation** at Animation Mentor.
- '02 to '05 - **Computer Games Design BA** at Teesside University, Middlesbrough, UK.
- '96 to '02 - **VWO gymnasium** at the Murellius Gymnasium in Alkmaar, the Netherlands.

### Software skills

- 3dsmax 11: modeling, texturing, animation, rigging
- Maya 11: animation
- MotionBuilder 09: animation
- Photoshop CS 5: image manipulation and texture painting
- Plastic Animation Paper 4: digital 2D animation
- Face FX: facial animation and correction of procedural lip-sync
- Game Maker 8: gameplay prototyping using GML script
- Web design: HTML and some knowledge of Javascript

### Other relevant skills

- Drawing (traditional animation, life drawing, etc.)
- Writing (dialogue, story design)
- Acting (reference, voice)
- Languages: Dutch, Swedish, English and French