

Christiaan Moleman

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www.ninjadodo.net

Experience

- May '19 to Nov '19 - Animator at **Dialogue Trainer**.
- May-Jun '17, Jan '18 to May '19 - Contract Animator on *Astrologaster* for **Nyamyam**.
- Sep '17 to Jan '18 - Contract Artist/Animator for **Coda Labs**.
- Updated indie project *Guppy* and released on Steam Nov '17.
- May '16 to Apr '17 - Animator at **NMTRIX** in Alkmaar, Netherlands on *Monskey* TV series.
- Dec '15 to Jan '16 - Contract Animator for **Big Robot**.
- Jan '14 to Jul '15 - Animator at **Triangle Studios** in Leeuwarden, Netherlands on *Cross of the Dutchman*, *It Came From Space And Ate Our Brains* and *Robot Dance Party*.
- Feb '13 to Dec '13 - Contract Animator on *Sir You Are Being Hunted* for **Big Robot**.
- Jul '12 to Jan '14 - Contract Animator on *Tengami* for **Nyamyam**.
- Designed, developed and released indie game *Guppy*: ninjadodo.net/guppy/
- May-Jun '12 - Contract Animator for **BigPixel** on children's TV series *Jokie*.
- Mar-Jun '11 - Senior Animator at **Headstrong Games** in London, UK on a 3DS title.
- 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 2009* in Paris.
- Apr '07 to Apr '09 - Animator at **Arkane Studios** in Lyon, France on projects including *Ravenholm*, *The Crossing*, and *LMNO*, with short missions at **Darkworks** in Paris (6 weeks) and **Widescreen Games** in Lyon (2 months) on *I Am Alive* and *Highlander*.
- Wrote, directed and animated hand-drawn short film *Teddy*: ninjadodo.net/teddy/
- Jul '05 to Sep '06 - Animator at **Streamline Studios** in Amsterdam, Netherlands.
- Researched and developed thesis on how to use in-game character animation to drive interactive storytelling and gameplay: ninjadodo.net/ianim/

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 Murmellius Gymnasium in Alkmaar, the Netherlands.

Software skills

- Maya 2019: animation, basic rigging
- 3dsmax 2016: modeling, animation, basic rigging
- Blender 2.8: modeling, animation, basic rigging
- Photoshop CS 5: image manipulation, texturing & digital painting
- Unity 2018: animation implementation
- GameMaker Studio 2: GML script programming, 2D prototyping

Other relevant skills

- Drawing (sketching, life drawing, traditional animation, storyboards, concept)
- Languages: Dutch, Swedish, English and French