

ANDRÉ BRAITHWAITE

Senior QA Engineer

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Date of birth: 5 February 1981

Nationality: British

Professional Experience

Foundry

Senior QA Engineer

QA Engineer

LONDON, ENGLAND

January 2019 – Present

September 2017 – January 2019

Automated and Manual Software Quality Assurance (Nuke)

DOUBLE NEGATIVE VISUAL EFFECTS

Generalist Technical Director

LONDON, ENGLAND

March 2015 – July 2015

Mission: Impossible - Rogue Nation (2015)

Rigging, animation, layout

FRAMESTORE

Environments Technical Director

LONDON, ENGLAND

September 2013 – June 2014

Guardians of the Galaxy (2014)

Lighting, layout, 3D model tweaks

DOUBLE NEGATIVE VISUAL EFFECTS

Generalist Technical Director

LONDON, ENGLAND

June 2013 – September 2013

Thor 2: The Dark World (2013)

Lighting, modelling, layout

METHOD STUDIOS

CG Artist

LONDON, ENGLAND

May 2013 – June 2013

Into the Storm (2014)

Lighting, Animation, particle simulation

ANIMAL LOGIC

Digital Artist – High Intermediate

SYDNEY, AUSTRALIA
September 2012 – March 2013

Walking with Dinosaurs 3D (2013)

Lighting, precomp

RELIANCEMEDIAWORKS / DIGITAL DOMAIN

Lighting Artist / Animator

LONDON, ENGLAND
January 2012 – July 2012

G.I. Joe: Retaliation (2013)

Lighting, animation

WETA DIGITAL

Lighting Artist / 3D Modeller

WELLINGTON, NEW ZEALAND
March 2009 – February 2010

The Adventures of Tintin (2011)

Environment modelling

Avatar (2009)

Lighting, 3D layout

DOUBLE NEGATIVE VISUAL EFFECTS

3D Generalist

LONDON, ENGLAND
January 2006 – February 2009

Fast and Furious (2009)

Lighting

James Bond 007: Quantum of Solace
(2008)

Modelling, lighting

Batman: The Dark Knight (2008)

Modelling, texturing, look development

Hellboy II: The Golden Army (2008)

Animation, modelling, texturing, lighting

Rudo y Cursi (2008)

Animation, lighting

The Bourne Ultimatum (2008)

Modelling, particle simulation, look development

Inkheart (2008)

Modelling

10 000 BC (2007)

Lighting

Harry Potter and the Order of the Phoenix
(2007)

Look development, effects, matchmoving

Children of Men (2006)

Matchmoving

GRIFFILMS

3D Generalist

CAERNARFON, WALES
July 2005 – September 2005

NVFILMS

Character Modeller

LONDON, ENGLAND
June 2005

Software Skills

- Proficiency in Python, Nuke, Maya, Adobe Premiere.
- Working knowledge of JavaScript, PHP, Java, Scala, MEL scripting, RenderMan, V-Ray, Mental Ray, Photoshop.

Qualifications

Birkbeck, University of London
MSc in Computer Science - Pass with Merit

LONDON, ENGLAND
September 2015 – September 2017

MITx
Introduction to Computer Science and Programming Using Python - 96% A

ONLINE
January 2015 – March 2015

Animation Mentor
Advanced Studies in Character Animation

ONLINE
June 2010 – December 2011

Central Saint Martins College of Art and Design
Postgraduate Diploma in Character Animation

LONDON, ENGLAND
October 2003 – June 2004

Bournemouth University
BA (Hons) Computer Visualisation and Animation - 2ii

BOURNEMOUTH, ENGLAND
October 2000 – June 2003

Central Saint Martins College of Art and Design
Diploma in Foundation Studies - Pass with Merit

LONDON, ENGLAND
September 1999 – July 2000