

# ANDRÉ BRAITHWAITE

Visual Effects Technical Director

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Date of birth: 5 February 1981

Nationality: British

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## Professional Experience

### **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

The Bourne Ultimatum (2008)

Modelling, particle simulation, look development

James Bond 007: Quantum of Solace (2008)

Modelling, lighting

Inkheart (2008)

Modelling

Batman: The Dark Knight (2008)

Modelling, texturing, look development

10 000 BC (2007)

Lighting

Hellboy II: The Golden Army (2008)

Animation, modelling, texturing, lighting

Harry Potter and the Order of the Phoenix (2007)

Look development, effects, matchmoving

Rudo y Cursi (2008)

Animation, lighting

Children of Men (2006)

Matchmoving

## **GRIFFILMS**

3D Generalist

**CAERNARFON, WALES**

July 2005 – September 2005

## **NVFILMS**

Character Modeller

**LONDON, ENGLAND**

June 2005

## **Qualifications**

Birkbeck, University of London

*MSc in Computer Science*

**LONDON, ENGLAND**

September 2015 – Present

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

Archbishop Tenison's and Saint Andrew's Joint Sixth Form  
'A' levels

**LONDON, ENGLAND**  
September 1997 – June 1999

<i>Art</i>	<i>A</i>
<i>Mathematics</i>	<i>C</i>
<i>Computer Science</i>	<i>D</i>

St Andrew's Church of England High School  
11 GCSE's

**LONDON, ENGLAND**  
January 1994 – June 1997

<i>French</i>	<i>A*</i>	<i>Geography</i>	<i>B</i>
<i>English Language:</i>	<i>A</i>	<i>Religious Studies</i>	<i>B</i>
<i>English Literature</i>	<i>A</i>	<i>Statistics</i>	<i>B</i>
<i>Mathematics</i>	<i>A</i>	<i>Double Science</i>	<i>B B</i>
<i>Art</i>	<i>A</i>	<i>History</i>	<i>B</i>

### **Software Skills**

- Proficiency in Maya, Nuke, UVLayout.
- Working knowledge of Python & MEL scripting, RenderMan, V-Ray, Mental Ray, Photoshop, Boujou, PFTrack, Qube.

### **Hobbies**

Photography, life drawing, building computers, running, playing football.