

Lucky Dee

Curriculum Vitae

Objective

Seeking a role involving animation and interactivity and learning new tools and technology along the way be it traditional or code based. Wanting to challenge myself on new and exiting projects and willing to push myself to create unique products/experiences.

Personal Summary

Worked in a variety of locations working with animation, web development, game design , interaction design, print work. Huge passion for animation and interactivity. Past work includes, though not limited to:

- 2D Animation
- Javascript for animation
- Javascript for game development
- Design
- Interactivity
- Advertising work
- Character Design
- Illustrator
- Logos
- Explainer Videos
- Character Animation
- Graphic Design
- Illustration
- Interaction Design
- Logo Design
- Video Games
- Web Games
- Storyboarding
- Video Editing
- Mac Op

Personal Attributes

I've known Lucky for two years now. I have found him to be a dedicated and motivated person who is never afraid to take on risks. I can vouch for the type of motivated and hard working individual that he is and I am confident that Lucky's passion and dedication will be a great asset in any workplace and would highly recommend him.

STEPHEN SILVER | CHARACTER DESIGNER
Freelance- Kim Possible, Clerks the animated series.

Lucky has worked for Mukpuddy Animation, on a freelance basis, on numerous projects and has always been incredibly reliable. He is enthusiastic about the work given and is prompt with delivering what is required. Lucky has a great understanding of animation, is easy to work with and takes instruction very well. Lucky would be an asset to any animation team.

RYAN COOPER | MUKPUDDY
Co-Director

Lucky was able to take a very high level brief and deliver work which significantly exceeded anything I was expecting. He was flexible, eager, easy to work with and quick to respond to direction Colleagues have found him engaging, keen to engage and a skilled Illustrator.

MARK YOUNG | DATACOM SYSTEMS LTD
Solutions Architect

I worked with Lucky at The Hatchery for 6 months in 2014. Lucky is an extremely hard working and conscientious individual who is passionate about all things motion and online. Lucky was very helpful and enthusiastic about bring ideas to life, showed great pride in his work and was technically able well beyond his job description. It's fair to say that I am really impressed with Lucky's will to persevere through stressful work deadlines and he remained positive throughout. It's rare to see such commitment, humour and maturity. Let this be testament to Lucky's character. I wish him all the best success.

BEN HILLESS | SENIOR CREATIVE
16 years experience.

Lucky has been building flash animations for my agencies clients for the last 2 years. As graphic designers we provide a storyboard for the animation and leave Lucky to design the animation style. We are always very impressed with what he comes up with. He always meets our sometimes tight deadlines and overall is a very good supplier to deal with.

AUCKLAND DESIGN AGENCY
Asked to remain anonymous

Career History

April 2017 - Current

M&H

Senior Interactive Developer

Responsibilities:

- Worked for Sidlee Toronto, Sidlee Montreal, KBS Toronto, H&R Block and other agencies as a production dev for tight deadlines
 - Create interactions for doubleclick excusions under a tight deadlines
 - Created extensions for photoshop from scratch on my own innitiative to speed up ad production by optimising client provided files in a click
 - Developed a javascript based tool to speed up production of double click ads 10 fold
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May 2015 - April 2017

Toronto Star

Digital Interactive Designer

Responsibilities:

- Oversee production of digital advertising for the Toronto Star Tablet app.
 - Create animations on a high level, oversee the current animation quality in digital adverts produced by team.
 - Design, animate, quality check, qa ads based off client briefs.
 - Innovate new techniques for producing ads and teach the new, current staff and clients on simple to advanced level interactions I or co workers have created.
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December 2014 - April 2015

KBS+

Senior Flash Dev

Responsibilities:

- Created Flash ad campaigns from original design to final dispatch.
 - Optimised previously made ads, created easy to use templates for junior designers for fast turn arounds
 - Pitched Web campaigns to clients based on TV briefs provided
 - Regularly completed campaigns within half of the time or less of the original time estimate
 - Have been involved in integrating previous flash campaigns into html5
 - Has produced anywhere between 5 and 60 banners plus backups in multiple sizes per week
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November 2014

Cuppa Coffee

Flash Animator

Responsibilities:

- Storyboarded, character designed, broke down flash elements
 - animated 2d sections of a christmas short with stop motion animators featuring Kristen Bell
 - View at: <https://www.youtube.com/watch?v=EmhfdQIOiy0>
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September 2013 - September 2014

The Hatchery

Flash Designer/Mac Dev

Responsibilities:

- Creating Flash Banners based on Tv advets
 - Created Ads for print and web for Bridgestone
 - Illustrated business cards, brochures, ads for Charlies Natural fruit juice and designed layouts and final artwork for the delivery trucks.
 - Video and audio editing work
 - Created overlays, background animations, effects and multiple logo lockups
 - Created artwork for facebook ads, profile pictures, overlays and most of the web work for the NZ Lottery Commision based on artwork supplied from the TVCs. Have created an interactive game in under 3 days
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Career History(cont.)

March 2012 - Feb 2013 (Freelance)

Mukpuddy

Flash Animator

Responsibilities:

- Created cartoons for web based on provided script and audio. Storyboarded, character design animation and edited them together in a short deadline.
 - Created Explainer videos for clients showing the products they provide.
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February 2012 - September 2013

Datacom

IT/Web dev

Responsibilities:

- Helped providing training manuals based on content provided
 - Created interactive forms for staff to use/ rate user experience.
 - Updated sharepoint sites with content, as well as creating new content using interactive flash maps with an xml backend.
 - General IT work.
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December 2008- Current[Freelance, every new years]

Camaleo

Flash Animator

Responsibilities:

- Created interactive animations for happy new years cards based on supplied artwork.
 - Compressed 400mb illustrator/photoshop files in 1MB or less interactive versions without losing original premise/ look and feel
 - Client loved my work and has requested me to do these every year since originally finding me.
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April 2008 - September 2008

Ninja Kiwi

Flash Animator

Responsibilities:

- Animated assets for flash games
 - Created assets from scratch
 - Pitched ideas for future games, some of which created
 - Coded flash games with the help of senior programmer
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2005-2014 - Other Freelance Clients

Flash Animator

Conceive Advertising

- Coding a children's game to be played live on TV.

Knaresbough Castle

- Animating characters, developing kids educational games

Abeedle

- Animating multiple episodes of a puppet style web series enticing students to study at Georgia University.

Swamp Ape Studios

- Animate flash character puppets

Rubber Onion

- Flash animator working on rigging and animating characters for a short cartoon.

Neptoan Studios

- Worked on a scene for Monstro City High
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Studies

- 2010-2011 - Freelance Animation School Level 1 Diploma in Classical Animation
- 2008-2009 - Max The Mutt Animation School Degree in visual arts literacy level 1
- 2006-2007 - Raffles Design Institute Diploma in Graphic Design (received scholarship)

Working Knowledge

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|-------------------------|-----------------|-------------------------------|
| • Adobe Flash 4,5,MX-CC | • Final Cut Pro | • Streamline |
| • Adobe Premiere | • Sharepoint | • Alias Sketchbook Pro |
| • Adobe Photoshop | • Dreamweaver | • Actionscript 2 |
| • Adobe Illustrator | • Audacity | • Actionscript 3 |
| • Adobe Audition | • Flash Builder | • Javascript |
| • Adobe InDesign | • Edge | • Html |
| | | • Adobe Edge |
| | | • Tumult Hype |
| | | • Double Click for Publishers |

Personal

- Invited to attend the Tumult Hype 2016 conference to discuss development of advanced animation in a HTML5 environment.
- Featured Artist in the San Diego Comic Con 2012 in the Adventure Time Fanart booth
- Featured Artist on on the Big Idea
- Storyboarded a 4 minute film for the 48 Hour Film Fest
- Created 3 games in the Global Game Jams (Well finished 1)
- Newgrounds Comic Jam - 3rd place for best comic
- Dr Sketchy overall best art prize 8 times so far

Referees

Supplied on request

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