

# OWEN M. CARROLL

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## ABOUT ME

I am a multi-disciplined digital artist, with a focus on 3D animation, modelling and motion graphics techniques. My education has allowed me to develop a strong set of practical and creative skills that I am eager to apply and develop further in a working environment. I am a highly motivated person, with a drive to work to the highest level achievable.

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### PERSONAL SKILLS

- Excellent communication abilities.
- Strong time-management skills
- Meticulous attention to detail.
- Reliable, deadline driven.

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### TECHNICAL SKILLS

- **3D modelling and animation:**  
Maya, 3D Studio Max and Mudbox.
- **Video editing and compositing:**  
Adobe AfterEffects, Shake, Final Cut Studio, Adobe Premier.
- **Motion Graphics and Design:**  
Adobe AfterEffects, Photoshop, Illustrator.
- **Web Design and coding:**  
Adobe Flash, Actionscript 3, HTML, CSS

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## EMPLOYMENT HISTORY

### **Parks Australia – Communications and Web Officer**

May 2009 – Present

Within the Parks Australia Communications and Web team, I work on a wide range of online projects for National Parks, such as Kakadu, Uluru and the Australian National Botanic Gardens. Duties include the editing and planning of video and motion graphics elements, Flash development and general web design/maintenance.

### **National Gallery of Australia (NGA) – Online Media Administrator**

August 2008 – May 2009

Working as part of the Print & Online team I produced and edited a diverse variety of media (image, video and audio) for the the NGA's website and internal purposes. Duties included editing and publishing video, motion graphics and organising and maintaining the NGA's large image collection database - all with strict detail and quality control. For the blockbuster exhibition Degas: master of French art, I produced motion graphics trailers successfully raising public awareness and contributing to the exhibition's large percentage of online ticket sales.

### **ModelPrint – ModelMii project**

June 2008 – August 2008

Using reference, I worked to duplicate the 3D assets used in Nintendo's 'Mii' creator application to be recreated online in the Flash based real-time 3D engine 'Papercraft', and then printed as required through a 3D printer. Models were produced quickly and in large volumes, tested/debugged in proprietary software, with special attention given to properties such as global registration and normals.

### **National Film and Sound Archive – Film Assistant**

February 2008 – June 2008

Under minimal supervision I worked on the Backlog Project 2008, which was created to deal with uncontrolled collection materials. I effectively prepared/accessioned film to preservation or archival standards, completing the Backlog Project 2008 on-time and with positive feedback.

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## **EDUCATION & ACHIEVEMENTS**

### **Australian National University (ANU) – Bachelor of Arts (Digital),**

2003 – 2007

Graduated with First Class Honours, and a High Distinction average.

Majors in Animation and Interactive Design Multimedia.

Minors in Literature, Art History and Life Drawing.

### **January 2007**

Received a National Information and Communication Technology Australia (NICTA) Honours Scholarship, the first cross-discipline Arts/ICT scholarship awarded by NICTA.

### **December 2006**

Received the ANU Centre for New Media Art Award for Academic excellence.

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## **REFEREES**

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### **LUCIEN LEON**

Honours Convenor/Animation Lecturer  
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### **ANDREW POWRIE**

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### **REBECCA CHANDLER**

Front-end Web Manager  
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### **SALLY JACKSON**

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