

Willem-Jan L. van Rootselaar

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Profile

My incitement is to be part of a creative, collaborative team that shares passion for creating a story.

Experience

- Storm Postproduction, Senior Animator/Animation TD **2016-2017**
Worked under a Supervisor as Animator. Helped out with rigging problems and workflows.
- Redrum Studio, Senior 3D Artist **2015-2016**
Worked together and solo on projects.
- Minivegas, 3D Supervisor, **2014-2015**
I was responsible for setting up and leading a team that works across multiple disciplines that is able to output realtime and commercial quality film. I developed and supervised the building of a pipeline around Shotgun Tools which managed projects and keep track of files and the versions.
- NMTrix, Lead Animator/python programmer **2012 - 2014**
Leading a team of animators. Working on series, commercials and short films. Developing a solution for rigging characters and props using python. Helping on the deployment of software for project/asset tracking. And started developing for Unity and Oculus Rift.
- Liudimation, Animator **late 2006 - 2012**
Successfully managed commercials/educational films while simultaneously running all aspects of the company. Creating character performance on freelance projects. From commercials to 30 min length short films. With work selected for festivals and even a few awards.
- House of Secrets, Animator/CG artist **2007 - 2012**
Worked as general Artist on projects. Through the years I specialized in Animation. The studio hired me as an animator for advanced Character Animation projects.
- Woedend!, Animator **2011**
Animated Characters for games and internet campaigns.
- Plastiek!, Animator **2011**
Animated Characters and motiongraphics.
- Rosto AD, Charater Animator **2010**
Worked as Animator on a lot off different characters. Maya and Cinema4D were used in this 30 min film. The film was premiered at Annecy Animation Festival. A lot of motioncapture was used for body animation.
- Karma, Animator/CG artist **nov 2008 - 2009**
Creating CG workflow for projects
Responsible for animations and setting up project CG workflow. Also worked a lot with after effects.

Education

- Anomalia - **sept 2013**
Advanced cartoon rigging and RnD workshop in Czech Republic with Josh Carey.
- AnimationMentor - US onlineschool **nov 2009 - March 2011**
Diploma in Advanced Character Animation Studies

Mentored by: Anthony Wong (Pixar), James Chiang (freelance), Keith Sintay (Animator Sony Pictures Imageworks), Jamy Wheless (President Lightstream Animation Studios), Morgan Kelly (Animator DreamWorks Animation) and Kevin Koch (Animator Sony Pictures Imageworks)
- Animals & Creatures **January 2012 - juni 2012**
Mentored by: Nicole Herr, Erik Morgansen
- Animwork - Viborg, Denmark **2008**
3D Character animation
- St. Joost Art Academy - Breda, Netherlands **November 2006**
Bachelor

Skills

Worked as general artist and specialized in computer animation and mocap
Software: Maya, Mari, Mudbox, 3DS Max, FCP, Adobe Suite, Composite, Nuke, PFTrack, Cinema4D, Lightwave, Shotgun, Python, Unity, Xcode



Awards & Honors

Promo film Cultural Sundays
Official Selection Annecy Animation Festival 2007
Winner of Breaking Ground (then called indemaak) 2007
Official Selection Internationales Trickfilm-Festival Stuttgart 2008
Official Selection Martha's Vineyard Film Festival 2008

Monster of Nix
Official Selection Annecy Animation Festival 2011 (Animator)

Tumbles
Official Selection Annecy Animation Festival 2013 (Animator)

Mia
Selected on a lot of festivals around the world 2014. Won some awards and was on the Oscar longlist nomination (Animator)