Georgios Cherouvim

El. Venizelou 167, 16341 Athens, Greece

0030 210 9923249 georgios.cherouvim[at]gmail[dot]com www.ch3.gr

EXPERIENCE

Personal animation project: Erebus, Athens	Oct 2009 – Mar 2010
3D Generalist, FXTD, Commercials Department, Moving Picture Company, London	Sep 2007 – Jul 2009

Worked on about 12 commercials including Sony, Nokia, Renault, Gatorade, Wrigleys, SKY, AXE, SYFY and .

Mainly as an FX-TD, but occasional rendering shots, doing look development, texturing, modelling and tracking, depending on the requirements of the production.

Effects Technical Director, Fred Claus, Moving Picture Company, London.	Mar 2007 – Aug 2007

Building particle rig and doing simulation for the snow globe transition shots.

Effects Technical Director, Harry Potter 5, Moving Picture Company, London.	Mar 2006 – Mar 2007

Particle simulations and dynamics for the Fireworks and Atrium sequence of shots, creating tools in MEL.

Building main firework rigs, building rig for body of fireworks dragon, implementation of MEL tools to improve pipeline, rendering fireworks shots.

Junior Effects Technical Director, X-Men 3, Moving Picture Company, London.	Sep 2005 – Feb 2006

Particle simulations and dynamics for the 'atomisation' sequence of shots, creating tools in MEL.

Research, design and implementation of the tool-set required for the 'atomisation' effect of soft surfaces.

PAL Leader (Peer Assistant for Learning), Bournemouth University.	Sep 2003 – May 2004

Support lectures to the first year students of the BA Computer Animation & Visualisation course.

Obligatory military service in the Greek Army.	May 2000 – Sep 2001

EDUCATION

BA(Hons) Computer Animation & Visualisation, Bournemouth University. First class 77.88%, highest overall.	May 2005
Computer Science specialisation, Athens. Final mark 18/20.	June 1999
English language: 'Certificate of Advanced English' from Cambridge University.	June 1999
French language: 'Delf 1er Degré'.	June 1999
National Apolytirion, Athens. Final mark 18/20.	June 1998

COMPUTING SKILLS

Maya, MentalRay, Nuke, Shake, Photoshop, Painter, Premier, 3D Studio Max, Dos, Windows 95/98/2000/XP, Unix, Linux.

Maya scripting language, C/C++, MentalRay shaders, OpenGl, Python, Photoshop JavaScipt, HTML, Basic, Pascal, Cobol.

INTERESTS

Member of ASD, a Greek demo-scene team, producing real time graphics along with music. www.asd.gr

Photography, Sculpture, Painting, Sketching.

ACHIEVEMENTS

Theros	(short 3D animation)
	Award for the **Best Final Year project** in the 2005 graduation of the BA.
	Category finalist in GSAA 2005 www.stashmedia.tv
	Festivals: SIGGRAPH 2006, OneDotZero10 2006, artFutura 2006, New Music & Art Festival 2006, Animex 2006, The Global Student Animation Awards (GSAA) 2005, GSAA Roadshow at HypeFest, Animago 2006, Australian International Animation Festival (AIAF) 2006, Melbourne International Animation Festival (MIAF) 2006, London International Animation Festival (LIAF) 2006, Intro Out 2005, Platforma 2005, T-Short 2005, Athens Video Art Festival 2006, Micropolis 2006, Cardiff Film Festival 2005.
	Published: 3D World (issue 72) 2 pages Interview, Stash DVD (isuue 13), It's Art (#0006) Interview, MTV Uber Short of the week, Sto Kokkino 105.5 fm Live interview, www.cgtalk.com frontpage, www.xplsv.tv frontpage.
ASD	'Andromeda Software Development' – www.asd.gr
	First prize in Assembly 2005 with 'Iconoclast'
	Second prize in Assembly 2004 with 'Planet Rsik'
Victory	**First prize** in CGAIDE 2004 Conference, for the group project game engine.
Photography	**Front page cover** in a Greek photographic magazine, Photografos Feb 2004.

REFEREES

To be supplied on request.