

# Tara Allen

Animator

tararaboom@gmail.com

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## Summary

I have worked six years in a variety of animation styles, tv, web, game and corporate animation. My main focus is on character animation, and in particular working in games. My goal is to become the best animator I can and surround myself with talented people to drive me forward.

## Specialties

Character Animation.

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## Experience

### **Illustrator/Animator at Freelance / Graphic Design Services**

September 2011 - Present (2 months)

A couple of freelance jobs including...

- Character designs for websites, iPhone applications. Drawn in Photoshop and finished in Illustrator as vector art.
- Background art.
- Corporate style animation explaining the client's services for their website.

### **Animator at Redtribe**

June 2011 - Present (5 months)

- Promotional videos for Zombie Robot Pirate Attack.

### **Illustrator at Graphic Design Freelancer**

September 2011 - October 2011 (2 months)

Promotional Manga style characters for Yamaha's Christmas catalog. Drawn in Photoshop and exported as vector art.

### **Animator at EA**

April 2010 - May 2011 (1 year 2 months)

Responsible for polish on character animation for an unannounced title.

- Responsible for polish and development of character navigation, weapon fires, reloads.
- Style was realistic.
- Animated quadruped human like navigation.
- Worked within CCT and Maya.

*1 recommendation available upon request*

### **Animator at Ettamogah Entertainment**

August 2009 - October 2009 (3 months)

Provided animation for tv series Li'l Larikkins.

### **Senior Animator at Ambience Entertainment**

January 2009 - July 2009 (7 months)

Back on Erky Perky for the 3rd Series. Below are some of the jobs I was responsible for.

- Character animation from layout to final animation.
- Quota was about 2 and a half minutes over 5 weeks. Approx 200 frames a day.
- Created the style guide to the character Cecil and gave a seminar on how to animate him.

*3 recommendations available upon request*

### **Senior Animator and Generalist at Flying Bark Productions**

January 2007 - November 2008 (1 year 11 months)

Senior animator on a new series Zeke's Pad, and a generalist for Zigby.

For Zeke's Pad here are some of the following jobs I was responsible for..

- Animation from layout to final.
- Quota was approx 4 minutes of animation over 8 weeks.

For Zigby the following jobs I was assigned were..

- Cleaning up assets and managing them.
- Modeling, texturing and rigging.
- Animation and layout.

### **Animator at The Lab Sydney**

October 2006 - November 2007 (1 year 2 months)

Animator on Erky Perky series 2. The following are some of the jobs I was responsible for...

- Character Rigging and Modeling
- Character animation from layout to final animation.
- Quota was about 2 and a half minutes over 5 weeks. Approx 200 frames a day.

### **Freelance Animator at Monkey Lab**

August 2006 - August 2006 (1 month)

Cleaned up mo-cap for a A-League Commercial. Was responsible for...

- Animation in 3D Studio Max (using Biped)
- Working with Motion Captured Animation

- Cleaning up skins after binding.

### **Animator at The Lab Sydney**

September 2005 - August 2006 (1 year)

Animator on Erky Perky series 1. The following are some of the jobs I was responsible for...

- Character animation from layout to final animation.
- Quota was about 2 and a half minutes over 5 weeks. Approx 200 frames a day.

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## Skills

**Maya**

**Animation**

**3D Animation**

**2D Animation**

**Illustrator**

**Digital Illustration**

**Photoshop**

**Toon Boom**

**Character Animation**

**Character Modeling**

**Flash Animation**

**CCT**

**Motion Builder**

**Mo-cap**

**After Effects**

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## Education

**Animation Mentor**

Diploma, Character Animation, 2009 - 2011

**Holmesglen Tafe**

Advanced Diploma of Animation, Animation, 2003 - 2004

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## Honors and Awards

(2003)

Won Best 2D Animation for “Little Dog Blue” – Victorian Student Animation Festival

(2003)

Won Best Stop Motion Animation for “Animal Attraction” – Victorian Student Animation Festival

(2004)

Won Best Character Animation for “Miner Irritation” – Victorian Student Animation Festival.

## Interests

Gaming, anime, animation, and movies. I'm also a huge fan of old school video games and I collect them.

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## 4 people have recommended Tara

"Tara is a talented and creative animator who enjoys sharing her knowledge with others I was able to count on her to come up with good ideas and she was always willing to take on a challenging task. Her dedication to improving her skills and developing the quality of her work, as well as her great work ethic is reflected in every task she applies herself to. Tara's unique sense of humor and her passion for animation will be a welcome addition to any team."

— **Steven Dickinson**, *Lead Animator, Electronic Arts*, managed Tara at EA

"I have found Tara to be reliable, hard working, and with a natural talent for funny and creative animation and a good sense of timing."

— **Rod March**, *Animation Director, Flying Bark*, managed Tara at Ambience Entertainment

"Tara has an amazing ability to create some of the finest character based performances i've seen. As a walking, talking character herself she is better equipped than most to deliver brilliant work. Technically proficient, well researched and fast I wouldn't hesitate recommending Tara for any future animation work."

— **Duncan Ransom**, *Lead Animator, Ambience Entertainment*, managed Tara indirectly at Ambience Entertainment

"I have worked along side Tara on a number of projects now, and have always found her to be very efficient with her time management, while at the same time producing high quality animation. A solid asset for any project."

— **Nick Stein**, *Animator, Ambience Entertainment*, worked directly with Tara at Ambience Entertainment

[Contact Tara on LinkedIn](#)