

FRANK MANSFIELD

address:	54 Longford Road Chorlton Manchester M21 9NP	email:	me@frankmansfield.co.uk
		web:	www.frankmansfield.co.uk
		mob:	07739 108 323
		DOB:	07/09/79

Originally from a video production and editing background, I began animating in 2004. Setting up a small animation company, then working as a generalist freelancer for 2 years, taught me the value of being able to work to briefs and hit extremely tight deadlines. I now work for CITV, where I have helped to bring more 3D CGI to the channel's output and have gained invaluable broadcast experience from the fantastic team there.

Two of my short films have screened at international film festivals and my 2010 CITV brand image prom was watched by 8 million people – which I still get an embarrassingly massive kick out of.

EXPERIENCE -

Jan '10 - Present : Graphic Designer/Animator, CITV
(3D and 2D animation and design for broadcast)

Dec '07 – Dec '09 : Freelance

Oct '04 - Dec '07 : Partner, Rupert Road Productions
(3D animation, video editing, DVD authoring, web design)

Mar '03 - Sep '04 : Marketing Assistant, Sheffield Hallam University
(Photography, videography, video editing, web admin)

PROJECTS -

- 'CITV Brand Image' (2010) – Brand image prom for broadcast on all major ITV channels
- 'A380' (2009) – Animation to advertise Airbus A380 [with Kettle Studio]
- 'Mediacity – Take Note' (2009) – Character animation on Mediacity promo [with FiveFootEight]
- 'Grylom & The Space Pirates' (2009) – Film Council funded short for North West Vision
- '¡Viva!' (2006) – Animated sting for ¡Viva! Film Festival at the Cornerhouse Cinema
- 'Photocopier' (2005) – Shortlisted for Best Animation at International Marbella Film Festival
- 'AndyMan' (2004) – Winner, European 48 Hour Film Competition, 1st International runner-up

QUALIFICATIONS -

2006 - 2006: Digital Shorts Training Program at the NFTS

2002 - 2003: Media Opportunities course completed at Sheffield Independent Film

1999 - 2002: Film and English Studies (Hons.) 2:1 University of East Anglia

SKILLS -

- Character animation, modelling, rigging in Autodesk Softimage
- Animation, effects, compositing and grading in Adobe After Effects
- Good working knowledge of Maxon Cinema4D
- Photographic and graphic work in Adobe Photoshop
- Character animation in 3DS Max (basic modelling and rigging)
- Good technology 'all-rounder' (can probably still set a VHS recorder)