



**Ace Craig Barclay**  
**Artist**  
**Curriculum Vitae**

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## **SKILLS!!!**

2D and 3D animation  
Storyboarding and layout  
3D Modeling  
Video Editing

Character Design  
Illustration and Comics  
Logo Design  
Special Effects

Event Management  
Public relations  
Camera Operation

## **EXPERIENCE**

### **VERSUS SCOTLAND, GLASGOW**

**2012-PRESENT**

I am working with a small team of people planning and running Gaming Tournaments all around the country. My tasks consist of managing multiple projects, researching dates, booking venues, contacting professional players, interviewing the public, and liaising with companies such as Ruffian Games, Capcom, Namco Bandai, Rising Star Games, ArcadeWorldUK and Hori to name a few. The advertising for the events are solo projects consisting of designing posters, t-shirts, trailers and other advertisements to promote the events, along with overlays and graphics for our Live Streams. Our last event was officially the largest Street Fighter IV tournament the UK has ever seen, bringing competitors from all over the UK and Europe.

### **FABLEVISION STUDIOS, GOVAN**

**2011**

Working as a Media Technician at the studio I was part of a small creative team working both on the pre-production and post-production of videos. My tasks included setting up meetings, interviewing and filming the public in relation to events that were happening in Govan. I was then tasked with compiling and editing the footage into the final video while adding sounds and effects. I was set on solo projects including logo design and advertisement for companies such as the Govan Folk University. I was also in charge of teaching the newer employees how to use Macs and editing packages such as Photoshop and Final Cut Pro.

## **UNIVERSITY OF THE WEST OF SCOTLAND, PAISLEY**

**2005-2007**

I created four fully animated short films during the two years. "ViR" was traditional 2D animation, "O.P.P." was 2D with 3D backdrops, "Walls not included" was a fully 3D short focusing on lip syncing, and "Linking" is a fusion of 3D animation and stop motion images.

## **BEHIND THE LOGO GAMES**

**2006**

Conceived, storyboarded, animated, and produced a short film and provided artwork, character designs, in-game mock-ups and animation for a video game pitch.

## **BOOTS FACTORY, AIRDRIE**

**2002**

As a work experience Technician, I worked as part of a small team, repairing computer equipment, building and setting up new computer units, and maintaining backups of the company's main server.

# **EDUCATION**

## **BA(HONS): COMPUTER ANIMATION AND DIGITAL ART**

**2005-2007**

University of the West of Scotland, Paisley, Scotland

## **HND: FILM CRAFT AND ANIMATION**

**2003-2005**

Motherwell College, Scotland

# **AWARDS!!!**

2011 - Featured on SEGA's Blog

2009 - Featured in Sonic and the Black Knight by SEGA on Nintendo Wii

# **SOFTWARE!**

Adobe Creative Suite - Photoshop, Premiere, After Effects, Flash, Illustrator, etc

3D Studio Max

Lightwave 3D

Final Cut Pro

# **OBJECTIVE**

I want to utilise my skills in storytelling, animation, and design in modern Medias to produce a unique and enriching experience for the audience.