

# Ed Olive

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Animation reel password: knockknock

I am a classically trained Animator, CGI Artist, and Director with a broad skill base, and over 18 years' industry experience.

I served as Episodic Director on Season 1 of *Isadora Moon*, with one of my episodes – *False Fangs* – being nominated for a broadcast award. I also worked on *Emerald* Season 1, as Episodic Director, *Wisper* Season 1, as Assistant Director, and as Co-Director on Season 2.

I have worked in a variety of key roles on a broad range of animated shows including *The Hive* as 3D Designer (Disney Jr), as CGI Supervisor on Season 1 and 2 of *Ruff Ruff Tweet & Dave* (CBeebies), and as Animation Supervisor on *Shane the Chef* (milkshake!).

## Employment:

**Episodic Director** - February 2024 – Present.

Studio: Kelebek Media

Production: Pre-school/bridge series of **Emerald 1** for Sky Kids.

Role: Overseeing all aspects of production from script to final mix, as well as taking the Directorial lead on my own episodes.

**Episodic Director** - August 2022 – February 2024.

Studio: Kelebek Media

Production: Pre-school/bridge series of **Isadora Moon 1** for Sky Kids.  
HBOMax.

Role: Overseeing all aspects of production from script to final mix, as well as taking the Directorial lead on my own episodes.

**Senior 3D Animator** - September 2021 – Present.

Studio: A Productions

Production: Pre-school series of **Bea's Block 1** for Sesame Workshop and HBOMax.

Role: Animating and acting as a senior team member on a 3D pre-school production.

**Animation Director** - April 2019 – July 2021

Studio: Kelebek Media

Role: To develop various intellectual properties from the ground up, including Isadora Moon, which was commissioned for a full 52 episode season.

**Co-Director** - January 2018 - April 2019

Studio: Kelebek Media

Production: Pre-school full series of **Wissper 2**.

Responsibilities: Directing all aspects of production, from storyboard to final, as well as development of new properties.

**Animation Supervisor** - February 2017- January 2018

Studio: Cloth Cat Animation

Production: Pre-school series of **Shane The Chef**

Responsibilities: Overseeing a large team of animators, to achieve an ambitious standard for children's TV.

**CGI Supervisor** - November 2016 – May 2017

Studio: Collingwood and Co. (Formally Collingwood O'Hare)

Production: Pre-school full series of 2 of **Ruff Ruff Tweet and Dave**

Responsibilities: Overseeing all assets, lighting, and visual effects.

**Freelance CG Artist** - Feb 2016 – Nov 2016

In between productions I worked on many projects including a children's TV series pilot for Spider Eye, a short film for Ben and Jerry's with Kilogramme Animation Studio, and an Augmented Reality instillation for Alder Hey Children's Hospital with Beakus Animation.

**Assistant Director/3D Generalist** - Oct 2014 – Feb 2016

Studio: Absolutely Cuckoo

Production: Pre-school full series of **Wissper 1**

Responsibilities: After being hired as a Character Modeller, I quickly progressed to assisting the Director with the layout, animation and lighting. I was also responsible for overseeing all the assets as well as building key characters and environments.

**CGI Supervisor** - March 2013 – Sep 2014

Studio: Collingwood and Co. (Formally Collingwood O'Hare)

Production: Pre-school full series of **Ruff Ruff Tweet and Dave 1**

Responsibilities: Overseeing all assets, lighting, visual effects and animation, as well as being heavily involved in the development process.

**CG Artist** - Sep 2011 – March 2013

Studio: Zappar Ltd, an augmented reality/app creation company.

Clients: Warner Bros, Batman, Sherlock Holmes, Transformers and Family Guy.

Responsibilities: To create and implement 2D and 3D animated content for a mobile augmented reality app, including design, modelling, rigging, animation, lighting and texturing.

**Freelance CGI Artist** - May 2011 – Sep 2011

After leaving Picture Production Company, I worked freelance on various projects including animating the new **Wombles** pilot and creating photo real visualisations for British Airways.

**CGI Generalist** - Sep 2009 – May 2011

Studio: Picture Production Company/ Lupus Films

Production: Pre-school full series of **The Hive 1**

Responsibilities: Designing, modelling, lighting and texturing sets and props, as well as creating concept animation for our animation teams to use as character reference.

**3D Animator and Modeller (XSI)** - Dec 2008 – Dec 2009

Studio: Undabo Ltd

Clients: Pixar's Cars, THQ Play advertisement, and animated film for Snow Patrol's 2009 World Stadium Tour.

**Junior Maya Animator** - Nov 2006 – Nov 2007

Studio: 422 South

Production: Photoreal CGI Dino Autopsy documentary for the National Geographic Channel.

Responsibilities: Tracking live action backplates and animating photo real dinosaurs.

**Software experience:**

**3D applications:**

Maya, to an advanced level, specialising in Animation and Modelling. As well as Softimage, Mudbox and 3D Studio Max.

**2D applications:**

CelAction, Photoshop, Illustrator, After Effects, Premier all to an advanced level.

**Interests:**

I am a keen sportsman and do a lot of running and football, and enjoy visiting galleries, life drawing, listening to music and of course, watching films. Most of my time is spent with my family however, and keeping my young sons entertained!

**References available upon request:**

Bill Gordon, Series Director - Email: [terrabil1968@gmail.com](mailto:terrabil1968@gmail.com)

Deborah Thorpe, CEO, Kelebek Media - Email: [deborah@kelebekmedia.com](mailto:deborah@kelebekmedia.com)

Kevin Snoad, Head of Animation, Kelebek Media - Email: [kev@kelebekmedia.com](mailto:kev@kelebekmedia.com)

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