

Rob Elsworthy
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PROFILE

Professional director and artist with 15+ years experience working in the media industry. Worked abroad in Scotland, New York, New England, Bangalore, Vancouver and San Diego. Creative thinker and problem solver with a strong analytical capacity. Highly adaptable to new technology and methods.

EXPERIENCE

Video games:

The Cull (Working Title) (2016-Present)
Unannounced Title, Rockstar Games (2014-2015)
Grand Theft Auto V (Game of the year, September 17th 2013)
Max Payne 3 (Released May 15th 2012)
Red Dead Redemption (Game of the year, 2010)
Grand Theft Auto IV (Game of the year 2008)
Manhunt 2
The Warriors
Metal Gear Solid- The Twin Snakes

Designer, Rockstar Games (New York, United-States) August 2013- 2015

Promotion to head office in NYC, overseeing animation teams and travelling between all studios to coordinate development of game concepts.

Design: Prototyping gameplay mechanics and systems (Manhattan, NY)

Direction: Outsource Animation Director (Bangalore, India). Building, hiring and training teams to use new animation techniques and processes.

Motion Capture Director/Actor: Cross discipline coordination, working with animation, design, art, visual effects, camera, script and code teams.

Grand Theft Auto V: Developed switch system. Custom switches between characters in the game world.

Cinematic Animator/Visual Effects Lead/ System Designer, Rockstar Games (Canada) June 2005- August 2013

Cameras (Bullet/Death cameras and ingame vignettes)
System design (bulletcams and comic panel systems)
Ingame visual effects (Bullet time, Pills, Killflash etc.)
Interactive action sequence pre-visualization (mocap direction to ingame implementation)
Worked closely with code to develop these cinematic systems

Max Payne 3: Bullet cam system / Comic panel system.
Grand Theft Auto IV: Replay Editor

**Cutscene Animator, Rockstar North (Edinburgh, United Kingdom)
April 2007- April 2008**

Animation, cinematography

**Cinematic Designer, Silicon Knights (Toronto, Canada)
January 2003- February 2005**

Animation, cinematography, storyboarding, 3D asset creation.

**Music Video Director, Blackwalk/Indie/Caustic Films
August 1998- November 2002**

2002 *All About You* Wade O. Brown
2002 *Throw It Up 2* Rude, feat. Suni Clay
2001 *Without You* Divine Earth Essence
2000 *Whatcha Got?* Carlos Morgan
2000 *The Borderless Beyond* Legion of Green Men
2000 *Dissin' us* 2 Rude, feat. Jully Black & others
1999 *Leave Today* Sarah Siddique
1999 *Take a Look* Infinite
1999 *Love Come Down* David Michael Anthony
1999 *Thinkin' About You* 2 Rude, feat. LaToya & others

Won Best RnB video MuchMusic Video Awards 1999
Won Best Rap video MuchMusic Video Awards 1999
Won Best Independant video MuchMusic Video Awards 1999
Won best RnB video MuchMusic Video Awards 2000

**Creative Director/Web Designer, Boom Digital
January 1998-January 1999**

Concept and design of websites for American musical artists. Aaliyah, Tank, Blackground entertainment. Created web based flash video game 'Crunchball' for Nestle.

ART EXHIBITIONS

The Obama Experience

**AnitAFRIKA! Dub theatre, 62 Fraser Street, Toronto, Ontario, Canada
February 19-21 2009**

http://robelsworthy.com/content/paintings/obama1_200.jpg

http://robelsworthy.com/content/paintings/obama2_200.jpg

http://robelsworthy.com/content/paintings/obama3_200.jpg

The journey of seven Canadian artists to Washington D.C. for the inauguration of Barack

Obama painting, photography, live performances, sound installation, furniture.
The Group of 7: Bahia Watson, Moses Kofi, Nicki St. Louis, Rob Elsworth, Araba Ocran-Caesar, Danilo McCallum, Anand Rajaram.

Loveable Badass

December 18-28, 2010

<http://lovablebadass.blogspot.ca/>

<http://www.foxsports.com/nba/photos/loveable-badass-artists-on-artest-122110>

http://a.fssta.com/content/dam/fsdigital/fscom/legacy/nba/images/2010/12/20/17_20101220211319647_1280_1280.vadapt.767.high.73.JPG

http://a.fssta.com/content/dam/fsdigital/fscom/legacy/nba/images/2010/12/20/21_20101220211320648_1280_1280.vadapt.767.high.59.JPG

A tribute to LA Laker Ron Artest, AKA Meta World Peace.

EDUCATION

Ryerson University

September 1998- December 1998

Course in Scriptwriting

Ontario College of Arts and Design (OCAD)

September 1994- May 1998

Communication and design 4-year program (Included Film studies, Illustration, Storyboarding, Typography and Design)

SKILLS

Animation, cinematography/photography, drawing, storyboarding, editing, painting, 3D modeling, 3D printing, sculpting, woodworking, muay thai, wrestling, jiu jitsu, weapons training.