

CONTACT DETAILS

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PROFILE

Originally hailing from an animation background, I discovered a passion for Visual Effects at the start of 2018, and I have just completed the CGMA course, VFX for Games. In 2012, I was a competitor in Make Something Unreal Live, where I had a chance to experience the game production pipeline from start to finish.

SOFTWARE SKILLS

3DS MAX | Advanced | 6 years experience

PHOTOSHOP | Advanced | 12 years experience

UNREAL ENGINE | Advanced | 3 years experience

HOUDINI | Beginner | 2 months experience

EDUCATION & QUALIFICATIONS

* **2018 | CG MASTER ACADEMY**

VFX For Games

* **2010 - 2015 | TRAIN2GAME**

City & Guilds Games Artist and Animator Level 7 (Merit)

* **2008 | UNIVERSITY COLLEGE FOR THE CREATIVE ARTS**

BA Animation (2:1)

* **2005 | BASINGSTOKE COLLEGE OF TECHNOLOGY**

National Diploma Multimedia (MMP)

EMPLOYMENT

RELEVANT TO ROLE

* **2011 - 2012 | INDIGO JAM / MAKE SOMETHING UNREAL LIVE | ARTIST & ANIMATOR**

* **MODELLING AND TEXTURING**

Modelled and textured a variety of mobile compatible game props and characters.

* **ANIMATION AND RIGGING**

Storyboarded and created opening cinematic using 2D animation techniques. Rigged and animated many of the

in-game characters, used motion capture techniques to capture, retarget and clean up character animation.

*** UI DESIGN AND QA TESTING**

Designed and created the user interface for the game. Helped to test and report bugs on both the PC and mobile builds.

*** 2008 - 2010 | VOODOODOG | WORK EXPERIENCE/DIGITAL PAINTER**

*** ANIMATION**

Animating character shading, and tweening line work in Flash for film title sequences, flick books and educational films. Also helped to storyboard a film title sequence.

CURRENT EMPLOYMENT

*** 2014 - PRESENT | SCOTTISH WIDOWS | CALL CONSULTANT**

*** SKILLS DEVELOPED IN THIS ROLE INCLUDE:**

Attention To Detail
Communication Skills
Prioritising Work and Time Management
Problem Solving

INTERESTS

My interests include gaming (of the board and video varieties), crochet (I love making plushies), and fencing.

REFERENCES

References are available on request.