





## **SKILLS**

- Expertise with the Adobe Creative Cloud
  - o Illustration, Editing and Compositing
- Proficiency with Autodesk Maya
  - o Animation, Modelling and Rendering
- Proficiency with ToonBoom Harmony
  - o Frame-by-Frame, Puppet and Rigging
- Proficiency with Unreal Engine
  - o Animating and Realtime Rendering
- Production Management and Planning
- Illustration, Graphic and Web Design
- Coding in Python V3
- First Aid Training



## **EXPERIENCE**

2024	The Myth of the Cave BA Grad Film	Producer and Director, Storyboarder, Animator (2D & CG), Compositor	Coming Soon
2023	Olga da Polga	Tracker, 2D Animator, CG Animator, Lip	Olga da Polga
	Cheebies TV Series	Sync	
	Doghouse Post-Production		
2023	Soft Toys	CG Animator	<u>Soft Toys</u>
	BA Film		
	By Amber Lee		
2023	Frogsporn	2D Animator	Frogsporn
	MA Animated Film		
	By Rosanna Verdon-Roe		
2023	Hugo's Mind Palace	2D Animator, CG Animator, CG Modeler &	Hugo's Mind Palace
	Animated Pilot	Rigger	
	By Alastair Boubli		
2022	H₂Go	Producer, Storyboarder, Animator (2D &	H <sub>2</sub> Go
	BA Group Film	CG), Production Manager	
2022	The Rite of Nijinsky	2D Animator	The Spring of
	Jane Austen Film Festival Award Winner		<u>Nijinsky</u>
	By Martyna Sikończyk		
2021	Bradninch Together	Volunteer Web Designer, Social Media	Bradninch Together
	Local Community Volunteer Group	Manager	



## **EDUCATION**

BA(Hons) Animation | University of the West of England

September 2021 – June 2024

• Current Average Mark: 1st

Arts Foundation Diploma | Plymouth College of Art

September 2019 – June 2020

• UAL Arts Foundation Diploma: Merit

References Available Upon Request