
SUMMARY

I am a 3D artist specialised in organic modelling and texturing. Experienced in 3D animation, Xgen grooming and rigging which gives me a strong understanding of the entire animation pipeline. Proficient in using Maya, ZBrush, Substance Painter, Adobe Photoshop, elementary knowledge of Houdini and Blender. I am looking for an exciting studio where I could bring my own value to a team while learning from the best.

HIGHLIGHTS

- *Background in fine arts*
- *Strong understanding of 3D animation pipeline*
- *Proficient in using Maya, ZBrush, Substance Painter, Adobe Photoshop*
- *Additional experience in 3D animation, Xgen grooming and rigging*
- *Familiar with Linux*

EDUCATION

BA Animation, Nottingham Trent University

PROFESSIONAL EXPERIENCE

2021– Current CHARACTER ARTIST AT **REBELLION FILM STUDIOS**

- Character modelling and texturing
- Hard surface and organic modelling
- Animation

2021 July – September 3D GENERALIST INTERN AT **NEXUS STUDIOS**

- Hard surface and organic modelling
- Texturing

2020 September – January 3D GENERALIST INTERN AT **PETPUNK**

- Organic modelling
- Texturing
- Rigging
- Animation

2020 March – May 3D GENERALIST INTERN NOTTINGHAM CASTLE PROJECT AT **NOTTS TV**

- Hard surface and organic modelling
- Texturing
- Grooming