

**CG Generalist** with experience as a freelancer and in studio, primarily using Maya, as an artist and TD. Lots of experience in using Unreal as an offline content creation tool.

## TECHNICAL PROFICIENCY

- **3D:**
    - **Maya** (Expert - 10+ years, PyMel, XGen, Arnold),
    - **Unreal Engine 5** (Sequencer, Blueprints, scripts, materials).
    - Whatever the project calls for
  - **Pipeline & Scripting:** Python, PyMel, Flow, Revision control, Deadline (Render Farm Management).
  - **Generalist Skills:** Photogrammetry (Reality Capture), Rigging (Maya & Unreal Control Rig), Particle FX (Niagara/nParticles).
  - **Creative Suite:** Adobe After Effects, Premiere, Photoshop, Illustrator, InDesign
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## EXPERIENCE

**Doghouse Post Production | CG Lead / Pipeline TD | 2023 – 2026** *Acting as the bridge between technical infrastructure and the VFX department, overseeing the studios transition to Live-Action / real time CG workflows.*

- **Andy's Dino Island:** Spearheaded the implementation of a new massive-scale pipeline integrating live action with **Unreal Engine**. Oversaw the CG department, including artists, managing asset flow from Maya to Unreal.
  - Lead and TD'd entire project over two years, 28 episodes.
  - **Pipeline Architecture:** Developed custom Python scripts and Unreal Blueprints to automate render sorting, asset ingestion, and metadata tracking, significantly reducing manual overhead.
  - **Infrastructure:** Deployed and managed **Revision Control (SVN)** and maintained the local Render Farm as well as system scripting to organise renders and assets.
  - **Leadership:** Guided and oversaw junior artists and supported movement to Unreal.
- **Predator v Prey (Nat Geo):** Delivered high-fidelity creature FX work, using **XGen** for photorealistic fur rendering and close-up detail passes.
- **Andy's Global Adventures (S2, S3):** Architected the rigging and asset optimization workflow for Unreal Engine.

- **Funny Talking Animals (Sky Kids):** Developed a proprietary **Maya script** to automatically sync animation timelines with tracked footage edits, automating the retiming process for muzzle replacements. **Freelance CG Generalist & Designer** | *Delivering high-end 3D content for broadcast, print, and immersive platforms.*
  - **Manual (Men's Health Brand):** Sole CG artist for two broadcast spots (Euro 2024), handling end-to-end production in **Maya & Arnold** from layout to final render.
  - **Whitehart Multimedia:** Created and animated technical training assets for Network Rail using Unreal Engine.
  - **Octopus Immersive / National Trust:** Executed a full asset pipeline (Modeling, Rigging, Texturing) for an Augmented Reality (AR) trail, focusing on mobile optimization and photogrammetry cleanup.
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## **INSTRUCTOR**

### **UWE Bristol | 2021 – 2023 Senior Technical Instructor**

- Provided high-level technical instruction for Animation BA/MA cohorts, introducing modern software workflows to the syllabus.
  - Additionally long term sick cover for lecturer / supervisor.
- Received top-tier feedback in student forums for providing one-on-one technical mentorship and troubleshooting complex project files.

### **Boomsatsuma | Oct 2025 Visiting Lecturer**

- Delivered masterclasses to Game Design undergraduates on advanced animation timing and Unreal Engine integration.