

CG Generalist with experience as a freelancer and in studio, primarily using Maya, as an artist and TD. Highly experienced 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 optimisation 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.

References:

Laura Gallagher - Post Producer / VFX Co-Ordinator

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Ian Friend - Course Leader, UWE

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