



I am an aspiring CG Generalist and hope to put my skills to good use in a practical manner. I am adept at the large majority of the Adobe Creative Suite and use many Autodesk programs for my work in 3D and 2D. I am capable in every part of the 3D Pipeline, from rigging to rendering. In my spare time I like to play rugby for my local team and have done since under 13s. I keep up with technology and film and always have my eye out for something that may be of use to me.

Education	
UWE Bristol	Animation BA (Hons) First Class Degree
U.S SAT Scores	1690 (old SAT)
Experience	
Bristol Medical Simulation Centre & University of Bristol (2017-18)	Commissioned to create a training program for the simulation centre. Modelled, rigged, animated, textured, tested and web deployed. Maya, Unity, HTML
Health Education England & Nottingham University Hospital (2017)	Created assets for a breathing training program - rigged, modelled, animated, textured. Maya, Unity
BFI Animation Camp (2017)	Worked on an animation camp for young people. Teaching animation and teamwork skills.
Short Films	Created on two short films while at University. Bakery Bots (2016) - Duo Project, rigging, modelling, animation, rendering. Post Mortem (2018). - I did everything but the music. Design to comp. Premiere Pro, After Effects, Photoshop, Maya, Mudbox
Volunteering	Thomas á Becket Church tour guide for fundraising (Summers 2015 - Present) Team leader on School Camp (2012 - Present as student and Staff)
Referees	Available Upon Request