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About Me

The exploration of paint and roto with the aim of eventually becoming a compositor is my main focus when working within the creative industry. However, I love exploring new programs and gaining new skills, as this gives me the opportunity to provide additional solutions and further my creativity and knowledge within design.

I'm a motivated individual who thrives within an environment where inventive input is a passion amongst myself and my colleagues.

Education

ZBrush For 3D Artists

Escape Studios | May - November 2011

Scott Eatons Anatomy for Artists

Online Course | January - March 2011

BSC Computer Aided Visualisation

Anglia Ruskin University | 2005 - 2009

- First Class Honours

BA Graphic Media

The Colchester Institute | 2006 - 2007

- Studied Second Year

AVCE Media Studies • BC

GNVQ Art + Design • Pass

GCSE English • C

Skills

Proficient

Windows OS	Mac OSX
Maya (Modeling)	3D Studio Max
Sillhouette	Flash (AS2/AS3)
Photoshop	Illustrator
Premiere Pro	MS Office

In Practice

Mudbox	ZBrush
Nuke	Mocha
XHTML/CSS	Linux

Employment

Runner

Framestore | October 2010 - Present

- Receptionist Duties
- Delivering Reels
- Stock Maintenance
- Cash Handling
- Client Services

Paint and Roto Artist

Framestore | May - July 2011

- Pulling Mattes (Sillhouette)
- Paint Shots (Nuke)

Titles Worked On -

- Sherlock Holmes - A Game Of Shadows
- Wrath Of The Titans

Head Runner

Framestore | March - May 2011

- Runner Management
- Co-ordinating Maintenance Support
- Stock Maintenance
- Cash Handling

Multimedia Designer

Alzheimers Society | April - July 2010

- Video Editing

Freelance Designer

August 2009 - September 2010

- Illustration
- Flash for the Web
- Flyer Design
- T-Shirt Graphics

Graphic Designer

The Eye Academy | March - May 2010

- Delivering Print Ready Graphics
- Photo Manipulation
- Creation of Animated Flash Banners
- Logo Design

Interests

3D Modeling	Illustration
Photography	Drumming
Screenprinting	Video Games
Digital Sculpture	