



# ANIMATOR AND ILLUSTRATOR

## Software:

Out of 5

Maya 2014	●	●	●	●	○
Photoshop CS6	●	●	●	●	●
Unity 5.0	●	●	●	●	○
ToonBoom 8.0	●	●	●	●	●
Motion Builder 2015	●	●	●	●	○



## Contact:

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## Education:

Worcester University 2012-2015  
-BA Honours  
John Cleveland College 2008-2012

## A Levels:

-English – A  
-Art BTEC – D\* (Distinction star)  
-Media - C



## About me :

I am a third year Animation and Illustration student at the University of Worcester in England. I am an aspiring game animator with a huge love for the gaming industry. I create my animations through 'Maya' and 'Motion Builder', which are then exported into 'Unity'. I am then able to create environments and terrains and produce games. For example I have recently made a 3<sup>rd</sup> person survival game set on a remote island. My 2D animations are made on 'ToonBoom' and After Effects. As an illustrator I create hand drawn sketches and paintings; however I also enjoy creating digital concept art using Photoshop CS6.

## Awards and Volunteering:

- A 'Silver Award' for volunteering as Music Director – This role has helped me improve my approach to team work and collaboration with fellow creative minds.
- An award for 'Over 100 hours of volunteering' as a vocal singing coach – This role has helped me improve my leadership and communication skills when working in a large team of people. I was solely in charge of teaching the singers and keeping them enthusiastic and excited about our project. It has also helped me become more patient, as different people learn at their own pace and I was able to help them individually.
- 'Most dedicated' Award for 'Snow Sports' society – As a result of my organisation, attendance and involvement in the society.

## References:

Omid Ghanat – Abady  
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