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RACHEL FFION EDWARDS

PERSONAL PROFILE

I am a recent graduate from The University of South Wales, Cardiff, where I studied 3D Computer Animation. I have specialised in animation and rigging primarily but have also studied pre-production, production, editing, VFX effects, lighting, modelling, Vicon for motion capture and sound effects. I have created animation sequences for the Unreal gaming platform and have completed work using Nuke and After Effects software too. I aim to improve my skill in basic Python coding, Houdini and to gain a better in-depth knowledge of gaming platforms, such as 'Unity' and 'Unreal'. I am able to work independently and within a group. I am a creative person with a good work ethic and keen to do well.

EDUCATION

First Class Honours in BA (Hons) Computer Animation |
September 2016 – 2019 | The University of South Wales

First year: Studied - Contextual Studies, Visual Studies, and Animation modules. Studied Maya, Adobe After Effects, Audition, Premiere and Photoshop software.

Second year: Studied - Narrative Forms in Comics, Animation & Computer Games and Animation modules (including rigging and pre-production) Introduced to Nuke and Unreal gaming software.

Third year: Studied - CG Production Pipeline, Dissertation, Animation Business, Major Projects Pre-Production, Final Major Personal Project and Final Major Collaboration Project.

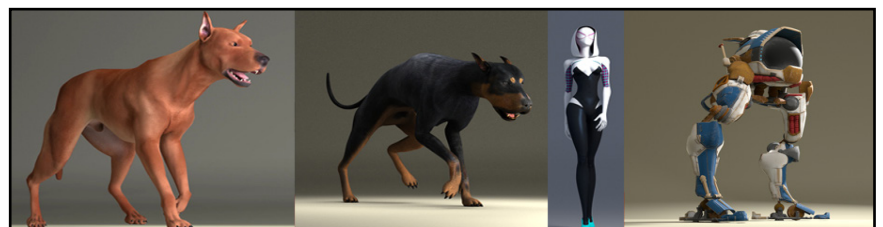
Diploma in Higher Education having completed two years of a Civil Engineering degree | June 2015 | The University of Edinburgh.

A-Levels | August 2011 | Ysgol Gyfun Gymraeg Bryn Tawe
Mathematics with applied Mechanics (A*); English Literature (A*);
Art & Design (A*); Welsh Baccaalaureate (Pass)

12 GCSEs: 8 A*'s and 4 A's

Achievements

- Grad Edge award.
- Fluent in English and Welsh.





INTERESTS

- Animation
- CG Films
- Concept Artwork
- Environment and Character Design
- Life Drawing
- Photography



PRACTICAL EXPERIENCE

Atticus Digital | Cardiff Bay | 2018 | (2 weeks)

I test rigged a winged character in Maya, which was involved in one of the augmented reality app projects. I had an opportunity to meet with clients to discuss animation project opportunities for the company. I completed a test-winged rig and completed a spider animation. I then exported the animation from Maya as an alembic file ready to transfer into LightWave.

Working at the BBC | Cardiff | 2017 | (1 week)

I worked in the 'Digital and Marketing Department', with the 'Learning Team'. I transcribed scripts for chosen animated clips used on the Bitesize site (in English and Welsh). I was involved in choosing animation applicants for some Bitesize subjects and talked through the reasoning behind their final decisions. I was partly responsible for checking the Bitesize website for any IT glitches and helped find errors in the graphics on their website.

TECHNICAL SOFTWARE SKILLS

Proficient in:

- Maya
- Arnold
- Unreal Game Engine
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Photoshop
- Adobe Audition
- Acrobat
- Microsoft Office
- Drawing

Working Knowledge in:

- Vicon - trained; can transfer Motion Capture data and do animation clean-up
- Houdini
- AutoCAD
- MATLAB
- Blender
- Red Giant Trapcode
- Mudbox

ADDITIONAL SKILLS

My transferable skills include:

Communication: Writing reports and presentations.

Team working: Working on many collaborative projects at university and during work experience placements. I can lead and direct a group when needed.

Problem solving: Having studied civil engineering for two years, I have experience of 'real world' problem solving tasks, such as technical calculations for bridge, support walls and reservoir designs. As an animator/rigger I am currently developing my rigging and animation skills using Maya for game, making them ready for exportation into gaming platforms such as Unreal. I am also improving my understanding of coding and node structures in Houdini.

Mathematical: Used for my Diploma in Higher Education, where I had to calculate complex calculations.

Organisational: Meeting deadlines .

REFERENCES

Available upon request.