Kathryn Chandler

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SKILLS

- 3D animator with a focus in character and creature animation.
- Sound knowledge of the animation pipeline from concept to finished product.
- Strong understanding of anatomy.
- Basic MEL & Python scripting.

Software: Autodesk Maya, Adobe Photoshop, Adobe Premiere Pro.

EXPERIENCE

Animator - Rebellion Film & TV Studios
(April 2020 - present)
Part of the brand new core team in the VFX studio, working on a variety of projects including both realistic and stylised game cinematics and trailers.

Animator – MPC
(June 2018 – April 2020)
Worked closely with Animation Leads and Supervisors to create high quality photo-realistic creature animation in the film department.

Animation Lead – Touch Surgery
(October 2017 – June 2018)
As animation lead I was required to oversee the 3D pipeline on simulations, giving feedback and direction to modellers, riggers and animators involved in projects. This also included working closely with production to bid project schedules; organise asset management and regularly lead client calls to review progress.

Animator - Touch Surgery
(September 2016 – October 2017)
Responsible for the creation of medical simulations for the app. This involved 3D animation of surgical procedures with guidance from the in-house medical team and collaboration with clients. Other responsibilities included CAD cleanup, modelling and rigging of assets.

Animation Intern – Digital Shoguns
(August 2016 – September 2016)
Created quality character and creature animation for various projects.

EDUCATION

AnimDojo
(January 2018 – October 2018)
Online animation gym with weekly live workout sessions.

iAnimate.net
(July 2017 – June 2018)
Creature Workshops 1-3:
Quadruped Locomotion, Animal Behaviour, Flight School & Fantasy Creature

The University of South Wales
(*September 2012 – June 2015)*
Upper Second Class Undergraduate Degree: BA (Hons) Computer Animation