

# Amy Adcock

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## Profile

Passionate about storytelling and animating compelling narrative, I am actively seeking for work within the animation industry. I have a strong foundation of pipeline knowledge and software experience. I am great at coordinating and supporting a team and will always bring a smile and positive attitude to every situation! I have a drive to proactively expand my knowledge and my creative skill. I am currently based in the West Midlands but willing to relocate.

## Education

### Character Creation Course

**AnimSchool – Oct 2023 – Present**

- Course with tutor Charles Ellison and Nina Tarasova developing 3D modelling skills.
- Learning industry standard workflow that takes full pipeline into consideration to ensure models are

### BA(Hons) Animation

**Nottingham Trent University – 2020 – 2023**

**Graduated with First Class Honours**

- Collaborated on multiple group projects and films, demonstrating adaptability and teamwork.
- Practically explored all aspects of the 3D pipeline to develop a comprehensive understanding of the process, that led to creating multiple short films.
- Thesis project allowed for in-depth exploration of 3D LookDev pipeline for animation.
- Studied cinematography in depth exploring how to create a visual language.
- Researched how new advances in technology and software may affect the pipeline in the future.

### Designing Stylized 3D Characters in Zbrush

**Schoolism – Oct – Dec 2022**

- Completed an online course with Leticia Gillett, exploring the creation of appealing characters and advancing Zbrush knowledge.
- Explored in depth design principles and translating a design from 2D to 3D.
- Studied human anatomy and understanding of form and volume.

## Software

**Proficient in ...**

Autodesk Maya  
Arnold Renderer  
Zbrush  
Substance Painter

Blender  
Adobe Creative Suite  
Google workspace  
Office 365

## Experience

### Production Development Internship

**Curious Dreamers – October 2023 - Present**

- Editing on their current CBeebies show 'Hushabye Lullabye' and working with the Director to develop a new show currently being pitched.
- Completing pre vis artwork as part of development including storyboarding, 3D character models and rough animation.
- Using problem solving skills to consider what factors might affect the show once in production and finding solutions.

### Freelance work

**LifeSkills Education – June 2023 – Present**

- Worked as Modelling, Layout and Lighting Artist in a small team to create educational videos for Drugs, Alcohol and Resilience Training for Primary and Secondary schools.
- Devised our own schedule to meet client's needs and managed 3D assets and files within the Google Workspace.

### Volunteering

**Manchester Animation Festival – Nov 2023**

- Team Leader

**Children's Media Conference – July 2023**

- Front of House team

**Manchester Animation Festival – Nov 2022**

- Volunteer team

### Key University Project

**Operations Manager - Equation Domestic Violence Charity – Jan – March 2022**

- Supported team by creating a schedule to meet deadlines and updated the schedule to reflect time pressures.
- Took direction and feedback from charity to guide the team and implement feedback.

### Part-time Jobs

**Classroom Assistant & Arts coordinator - Students in Classrooms (via Unitemps) – Sep 2020 – Sep 2021**

- Key support to teaching staff, helped to set up an arts programme.