

Amy Adcock

amy.adcock1@outlook.com



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	Blender
Arnold Renderer	Adobe Creative Suite
Zbrush	Google workspace
Substance Painter	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.