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.

EXPERIENCE

Senior Cinematic Animator - Playground Games
(July 2023 - present)
Creating cinematic content from previs through to final implementation. Additional responsibilities include outsource management, creative reviews and collaboration with other teams to build and strengthen the cinematic pipeline.

Animator - Industrial Light & Magic
(May 2021 - May 2023)
Working closely with Animation Leads and Supervisors to create high quality photo-realistic character animation for film and episodic shows.

Animator - Rebellion Film & TV Studios
(April 2020 - May 2021)
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)
Required to oversee the 3D pipeline on simulations, giving feedback and direction to modellers, riggers and animators. This also included collaborating with production to bid project schedules; organise asset management and lead client calls to review progress.

Animator - Touch Surgery
(September 2016 – October 2017)
Primarily creating medical simulations of surgical procedures using 3D animation. Other responsibilities included CAD cleanup, modelling and rigging of assets.

EDUCATION

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