

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

Animator - Industrial Light & Magic

(May 2021 - present)

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.

Animation Intern - Digital Shoguns

(August 2016 - September 2016)

Created quality character and creature animation for various projects.

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