

Libby Winfield

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Recently graduated from Lincoln University with a 2:1 BA (Hons) in Animation. I am a hardworking, social and reliable individual with strong organisational abilities and a great team worker, who can adapt to a variety of different tasks. Comfortable working individually and accept challenges with enthusiasm and with a pragmatic approach. With over four years of experience in Maya, my skills have been developed alongside commercial clients such as Hunters Estate Agents, Stelram Engineering, Spyras and The Tap Factory. Although based in North Yorkshire, I am willing to relocate to anywhere within the UK.

Relevant Work Experience

2D Animator, Hunters Estate Agency, York

(Jan – June 2019)

Training video, adobe illustrate/Tv Paint/Procreate

Responsibilities:

- Create a short motion graphics animation by designing a main character for hunters training team and animate this character within 2D to perform multiple tasks which were outlined within the training video.
- Used multiple platforms such as, Procreate, Illustrator and TV Paint to create the characters unique actions and animations.

Achievements:

- Had my animations shown to thousands of estate agents within the company.
- Produced a 9-minute animation to illustrate important training procedures for Hunters.
- Please ask to see letter of review of the CEO of Hunters after completion of the project.

Software developer, Red Ledge, West Yorkshire

(June 2019)

Work Experience

Responsibilities:

- Studied with a senior software developer who helped me understand the basic languages and help me apply these skills in making images through CSS.

Achievements:

- Began to understand the basics of Xamarin, CSS and C++.
- Discovered a how to debug a security feature which could have exposed end user details, alerted relevant persons and fixed.

3D Generalist, The Tap Factory, Bradford

(Sept – Nov 2018)

Filtration Water System, Maya and 3DS Max

Responsibilities:

- Texturing and animation using both 3DS Max and Maya 2018 to create the finished animation.
 - Modelling and texturing the whole scene through both 3DS Max and Maya.
- Created a water visual effect in BiFrost to show the filtration of water.

Achievements:

- Creating VFX for the first time in a professional environment.
- Produced a 45 second demonstrative procedure on installation that is now shown in The Tap Factory show rooms to help visualise latest product range.

3D Animator, Stelram Engineering, West Yorkshire

(June - July 2017)

Introduction Video, 3DS Max

Responsibilities:

- Rigging and weighting multiple robots for this animation.
- Review, and accept both positive and negative feedback.
- Illustrate how a client can maximise their use of current machinery within a small space and minimize the use of labour costs.
- Work with animation, design and code to implement robots in the animation.
- Create multiple visual effects within 3DS Max.

Achievements:

- Constructed a 2-minute short advertisement film showing Stelram's capabilities on my own.
- Understood the basics of AutoCAD when being used in the manufacturing industry.

3D Prop Rigger and Animator, Spyras, London

(Jan 2019 - Present)

Sepsis breathing apparatus, Maya and 3DS Max

Responsibilities:

- Create a medical graph showing how the blood vessels contract when breathing in and out showing the increase in carbon dioxide in the blood.
- Help to edit and improve the Spyras website and to improve the layout to become more compatible with multiple devices.

Achievements:

- Had my medical animations and illustrations used in a presentation in front of 30+ medical professors and investors.
- Use multiple platforms to create multiple animations within a restricted deadline.

Relevant Maya Projects

3D Generalist, University of Lincoln

(Sept 2017 - Sept 2018)

'Sleep on It', Maya

Achievements:

- Produces a short 3-minute film 'Sleep on It' shown at the end of year showcase event and is now being used to present the course to prospecting students.
- My key role within this team was to produce a complex beast character who was a quadruped mixed with lion, gorilla and goat like features. I both designed this creature and modelled 'the beast' within Maya as well as being one of the main animators.
- Organised a small group of 5 people to create this story and present our film to potential sound designers who were willing to work on our project and arranged meetings with our sound design member.

Education

University of Lincoln, UK

(Sept 2015 – Sept 2018)

BA (Hons) Animation

Grade – 2.1

Bootham School and College, York

(Sept 2007 – Sept 2015)

11 GCSEs & 3 A-levels

Key Personal & Technical Skills

- Able to produce accurate, high quality work.
- High Res & Low Res, World Modelling and Prop Modelling.
- Learning Rigging and skinning.
- Understanding of visual storytelling and the language of film.
- Managed small teams of artists.
- Quick ability to problem solve

Software	Experience Level	Software	Experience Level
Maya	4 Years	After Effects	2 Years
Photoshop	2 Years	AutoCAD	1 Year
3DS Max	1 Year	Premier Pro	4 Year
Unreal Engine	1 Year	Sketch Up	2 Years
Java Script	Less than 1 Year	Illustrator	1 Year
HTML Coding	Less than 1 year	CSS	Less than 1 year

Hobbies & Interests

- Level 1 & 2 Power Boat License
- Avid Wakeboarder and Snowboarder (aspire to achieve my level 1 and 2 in snowboarding)
- PADI Scuba Diver
- Watching Movies and dining out with friends

References & Letters of Recommendation

References and letters of recommendation are available upon request.