

SETH ARNOULD

Seth.Arnould@gmail.com

0447 684 924

<https://artistsethie.com/>

Australia

PREVIS & LAYOUT ARTIST

SKILLS

Teamwork
Communication
Note Taking
Problem Solving
Quick learner
Creative
Keen critical eye

SOFTWARE

Autodesk Maya
Adobe Creative Suite
Premiere Pro, After Effects,
Auditions, etc.
Blender
Unreal Engine
Linux Operating System

EDUCATION

University of Technology, Sydney

2024 - 2024

Master in Animation & Visualisation,
specialising in Previs & Layout

GPA: 5.33

University of Canberra

2020 - 2022

Bachelor in Art (Digital Media)

GPA: 5.54

REFEREE

Alex Wright

Creative Lead at UTS Animal Logic
Academy

Alex.Weight@uts.edu.au

Dr Sam Hinton

Discipline head of Digital Media and
Teacher

sam.hinton@canberra.edu.au

Hobbies

Swimming
Video & Board Games
Dungeon and Dragons

PROFILE

I constantly challenge myself by learning new software and skills, and I am committed to producing exceptional storytelling and camerawork. Through both formal education and self-learning, I have developed skills in Animation, Previs and Layout and have knowledge of Unreal Engine, Maya, Blender, and video editing software. I am an organised and creative individual, capable of showcasing a story's vision through Previs and camera work.

EXPERIENCE

(Educational Experiences) Student Previs & Layout Artist at UTS Animal Logic Academy

Feb 2024 – Dec 2024

I completed a master's degree in a studio-like environment, focusing solely on my specialties in previs and layout, where we produced one VFX and one animated short film.

- The project involved creating a previsualisation in Maya for the animated short film Fool's Gold. Using storyboards and reference clips, we developed the previs. Afterwards, I worked on the camera layout and final layout for the film. I successfully learnt how translate 2D to 3D and applied camera techniques to engage the viewer in the film.
- For the VFX part. I successfully learnt the basics of camera tracking in Blender and gained foundational knowledge of layout in the VFX field.

Video Production and Graphic Designer at Xaana.AI

May 2023 – June 2023

A Freelance/Casual role offered on a project-by-project basis.

Project that I worked on: Video / Audio Editing, Videography and Motion Graphics

- Project involved audio fixing and editing. I successfully improved broken-up audio and remove background noise.
- Additionally, I filmed a short video for the company, managing equipment setup, lighting, camera, and sound. I delivered high-quality video and audio recordings.

Freelancer Camera Operator at Space Faring Civilization Film

August 28th, 2023

I effectively contributed as a camera operator within a team, utilizing the Panasonic GH4 video camera to capture event footage for streaming and video purposes. I was also responsible for equipment setup and breakdown.