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Contact through Form

<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

A creative visual storyteller passionate about cinematography and animation. Holding a Master's in Animation and Visualisation and a Digital Media degree, I developed a VFX and animated short films within the Previs and Layout departments during my studies. Through my studies and freelance experiences, I've honed a strong critical eye for cinematography and camera framing, proficiently using Maya and Blender to craft excellent, realistic CG cameras and simple animation. I also possess strong communication, teamwork, deadline management, and feedback integration skills. Believing the camera is vital for immersive storytelling, I'm eager to grow and develop as a Layout Artist.

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.