

Cate Chapman

Technical Artist 3D

meminine.faith/

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Specializing in asset integration and Unity engine since 2019

Customer Facing

Administrative assistant, The Conservatoire, June 2023-ongoing
Studio Manager, Ran Studios South Bermondsey, March 2023-October 2024
Programming workshop facilitator, Codekids, July 2023-February 2024
Specialist Technician: Animation, Central Saint Martins, February 2022-March 2023
Front Of House, Avalon Cafe, August 2020-April 2022
Blender workshop facilitator, Remote, July 2020
Administrative assistant, Deptford X Festival 2019

Client Work

Architecture visualisation, Aphra Shemza, February 2024
Animation for art installation by Sam Cottington, July 2023
3D assets and artwork for AR public art installation, Metal Arts and Culture, May 2021
Brand identity and design for web, Amy Rodriguez Jewellery, April 2021
VFX for feature film by Felix Kalmenson and Rouzbeh Akhbari, 2019-May 2020
Set design and animation *Alice in Wonderland* stage production, Perm Theatre, Russia, March 2020
Lead animator, *Without Bounds to Beat*, documentary commissioned by BBC and BFI, Feb 2019
3D illustration, Gut magazine, November 2018
Lead animator, music video, Pulse Films, January-April 2018

Performance and Exhibition

United Living, Bring Your Own Beamer (Lux Moving Image), The Bomb Factory, November 2022
Non Agregar, Spectacle for Later, Rio Cinema, November 2022
Aggregator group show, Avalon Cafe, July 2022
Live visual performance for Ben Vince, FACT Live, 180 Strand, November 2020
The Snow Globe interactive environment, Computational Arts degree show, September 2020
Algorave, Cafe OTO, March 2020
Mira Festival, Fabra I Coats Barcelona, November 2019
The Internet Yami-Ichi, Tentacular Festival, Madrid, November 2018

Education

MA Computational Arts, Goldsmiths, 2021
BA Animation, University of Westminster, 2017