

WILL CLARKE

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ANIMATOR/MODELLER/ARTIST

Self-motivated and creative animator and artist with strong desire to learn, experience in short films, interactive artwork, background in engineering and creative problem solving. Excited by working on diverse range of projects concurrently. Highly competent in Blender, Toon Boom Harmony and Adobe Animate, and contemporaries, with knowledge of Ftrack/ Shotgrid style production software. Very strong interpersonal and communication skills with experience giving, receiving, and practically responding to feedback. Obsessed about story and character and able to turn storyboards into strong poses whilst fitting acting timings into the required frame count to get great performances. At home in the technical aspects of 2D and 3D software with additional generalist knowledge that stretches from design; storyboarding; modelling; and rigging, to Python scripting. I am a great fit for this internship thanks to a constant desire for professional improvement, a love of storytelling, and high performance under time pressure.

KEY SKILLS

Blender	2D Frame-by-Frame	Time Management
Toon Boom Harmony	2D Rugged	Pacing and Timing
TVPaint	Python + JavaScript Scripting	Problem Solving
After Effects	3D Animation	Painting
Kitsu Production Software	Posing/ Line of Action	VSCoDe

SHOWREEL AND PRODUCTIONS

SHOWREEL – 2021 – 2024. A mixture of personal and professional development bootcamp projects. Created with Blender, Toon Boom, After Effects, Clip Studio, pencil and paper.

THRONG – 2022. Director and Animator. Selected at Annecy, Monstra, Encounters... Winner: Best student film, Kent absurd film festival; Sound Design Craft Award, Royal Television Society.

Created pencil and paper using a destructive looping workflow, creating characterisation and personality using as minimal detail as possible.

PROFESSIONAL DEVELOPMENT AND VOLUNTEERING

Next Gen Skills Academy Bootcamp 3D Animator, Modeller, Rigger

JAN - MAR 2024

- Produced short film in 10 weeks in Blender, using Kitsu production software, engaging with masterclasses from A-Productions and Hollowpixels.
- Collaborated with team of 10 remotely, sharing both broad and technical knowledge with newer CG users, respectfully inciting open feedback with team members.
- Took ownership of asset linking and file management to ensure all team members were using the same conventions and file linking system, writing docs for clarity.
- Prioritised animations that could serve as reference for others using the same rig in different shots before focusing on shots with rigs that would only be used once, ensured timely creation of models, environments, and character rigs for team use.
- Amended linked master files and WFA animation as requested by team and supervisor whilst ensuring that my own WIP animation was completed on time.

Manchester Animation Festival
Box Office Assistant/ General Volunteer

NOV 2023

- Guiding attendees and delegates, giving out passes, troubleshooting IT issues. Managing high volume queues and events.

CAREER SUMMARY

Statler and Waldorf
Animator

DEC 2023

- Two-week experience doing character animation in Blender, starting from bold poses and taking through to finished acting.
- Took responsibility for a group of characters, communicating with rigger clearly to fix issues as soon as noticed, and responded to feedback alongside working on new shots.
- Practiced efficient time management, ensuring I had enough time to both complete and render the shots I was responsible for.
- Python scripting to improve personal efficiency during animation process.

Lidl LLC
Customer Assistant

NOV 2022 – JUL 2023

- Completed deliveries on time before store open.
- Excelled during high pressure peak times, constantly multitasking.
- Constant communication with team to ensure that queues were managed effectively, flagging issues before they arose.

Peter Brett Associates
CAD Technician Civil Engineering

MAY 2016 – SEP 2018

- Responsible for problem solving and low-level design decisions, utilised high attention to detail and precision draughting, developing plans and sections in 2D and 3D, working on multiple projects in parallel.
- Utilised confident communication skills, identifying and relaying inconsistencies in new site survey and existing topographic survey before issue arose, saving client and company time and potential legal issues.
- Worked to strict deadlines for planning applications, working with team to ensure that our drawings came together on time and sharing workload when finishing early, engaged with team to motivate each other through frantic periods or big pushes.
- Provided training and lunchtime talks to graduates and apprentices on best CAD practice and new software, collaborated with diverse range of onsite crew; engineers; architects; local authorities; developers; and team members.
- Ensured high level of quality assurance by maintaining strict convention in drawing naming and checking.

EDUCATION AND QUALIFICATIONS

University of the West of England
Animation BA (Hons) – Degree First Class

SEP 2019 – Jun 2022

- Hosted “sweatbox” animation feedback sessions for peer group during lockdowns with reduced access to tutors and community.

Buckinghamshire New University
Art and Design Foundation Degree – Distinction*

SEP 2018 – Jun 2019