Rachel Howe

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PERSONAL STATEMENT

I am a talented Animator and Motion Capture editor with industry standard experience (Weta Digital). I hold a M.A. in Creative Digital Media and have extensive background lecturing, teaching and tutoring, as well as writing Animation and Media production at tertiary level. I’m a team player and a keen explorer of new technologies, actively engaged in ongoing professional development.

KEY SKILLS

● Extensive experience lecturing, teaching and tutoring at various universities, TAFEs and high schools.

● Industry experience in several areas of animation including Motion Capture Editor for the Vicom system, Simulation Artist, where I hand keyed motion to aid the simulation and lip-sync of a character.

● Superior communication and interpersonal skills, a great team player with the ability to work well individually.

● Results and deadline focused.

● Adaptable with excellent lateral problem solving skills.

WORK EXPERIENCE

2017

October to Present SAE Institute Lecturer in​ ​Animation Character game art and the Visual Effects courses Lectured students towards the completion of their modules and to the supervision and mentoring student’s course completion and time at SAE. (Levels 4 to 6)

2017

July to October Touch Surgery, London 3D Simulation Artist Animating operations for trainee doctors for the Touch surgery app.

2016

Massey University NZ Senior Tutor​Visualisation for Media Production Assisted students with storyboarding, storytelling, introduction to editing in Adobe Premiere Pro. This included familiarity of modelling and animation software.

Organisation and coordination of the setup of a 20 camera Vicom studio rig enabling outside industry (e.g. NZ School of Dance) to utilise.

2011

Weta Digital Motion Capture Editor ​for Tin Tin: ​Golden Globe Award for Best Animated Feature Film. Worked with a team of Motion Capture editors and was responsible for retargeting the character, Bianca. Hand animating the bottle in the bottle throwing scene.

2008

Midway studios, UK (video game developer) Animator Internship Responsible for researching gangs for the game “Wheelman”. Retargeting game character data and testing. Using Unreal (game engine) and Motion Builder.

SHOWREEL:​ www.vimeo.com/155311701 Password: RHowe2016

2005-2006

Temporary supply teaching (Selected Education ZN)

2004

Institute of Animation and Technology LTD, NZ Education Coordinator Tutoring students when required with MAYA. Supported and assisted staff with their adult education. ‘Upskill’ certificate, levels 4 and 5. Responsible for course evaluation with NZ Qualifications Authority (NZQA). Identified and flagged issues, reporting weekly to the company directors.

2004

Sacred Heart College (Wellington) Temporary Head of Department, Technology

2003-2004

Temporary supply teaching (Hays Education UK)

2002

Lecturer Higher National Diploma (2nd year tertiary qualification) Design Communication. Lecturing in theory and practical media (pre and post-production filmmaking) using Premiere.

2000-01

South Nottingham College, UK Lecturing AS BTEC Animation, Film Studies Theory and Practice. One year work placement in conjunction with my PGCE in FE.

1999-2000

Pembrokeshire College, UK Animation instructor 2D cell animation & 3D stop animation utilising both traditional and digital editing with BTEC and HND students.

EDUCATION & QUALIFICATIONS

University of Teesside M.A. Creative Digital Media Motion Capture Rig, collaboration of date (TCR), system testing and troubleshooting

Nottingham Trent University, PGCE: FE (Further Education)​Subject: Media

Teaching practice - Animation and Art & Design for BTEC and GNVQ level students

University of Wales College Newport BA (Hons) in Animation

2D and 3D Animation.

REFERENCES

James Clarke Former head of the film department at SAE institute +44 7773 773306

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