

Amy Warren

3D Generalist, Post Production and Video Editor

Nottingham
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EXPERIENCE

Hot Knife Digital Media, Nottingham— 3D Generalist, Post Production and Video Editor

July 2021 - PRESENT

A small animation team based in Nottingham, working on a wide variety of projects ranging from character animation, product animation, asset and scene building, AR and VR games.

3D Character Animation

- To create and tell a story or a role play scenario through the use of character animation
- Develop a series of previews for the client to provide feedback and act accordingly
- Building suitable rigs that fit the purpose of the animation
- Having access to a mocap suit and importing the mocap animation data into Blender

3D Asset and Scene Building

- Working as part of a team to create suitable environments for the clients project
- Being aware of the polygon count and creating low poly models for the use of importing into Unity when making a game

Post Production and Editing

- Enhancing render sequences with the use of layering effects and cleaning touch ups
- Exporting tracking data out of Blender to use in After Effects for tracking motion graphics, inserting images or extra footage
- Keeping up to date with where everyone is on the project so that the timeline can be updated without issues

EDUCATION

Nottingham Trent University September 2018 - May 2021

2.1 BA (hons) Animation

Hereford College of Arts September 2016 - 2018

Level 3 Extended Diploma in Art and Design (Distinction)

SUMMARY

I have spent 2 years working in the industry, collaborating as part of a team to create and provide on time what the clients have asked for, and being able to overcome new creative challenges I have faced whilst being here. In my free time I like to create my own little scenes and characters when I can, as well as doing some indoor bouldering a couple of times a week. My main software is Blender 3.6 - the new geometry nodes are amazing. Although we do not use Maya here at the studio, I do refresh myself with the software online.

KEY SKILLS

- 3D character and product animation
- Asset creation
- Post production and video editing
- Working to a deadline
- Team communication
- Acting upon feedback
- Demonstrating what I have found during research and development

Technical skills

- Blender 3.6 (older versions included)
- Substance Painter
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Photoshop
- Rokoko Studio