

Dear Sir/Madam,

I am writing to apply for the role of Junior 3D Modeler for the company in Stockport, Greater Manchester. Working with VR and AR would be an amazing opportunity, developing technology for the future. I would like you to consider me for this position.

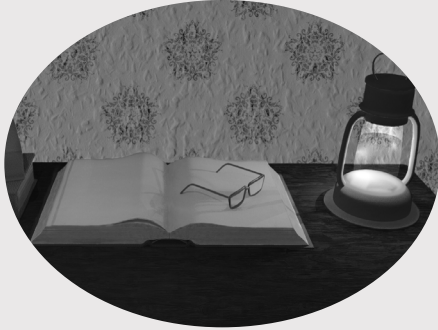
I am a fast learning 3D Modeler specialising in creating high quality assets and environment designs. Three-year experience of working with Maya, while working on various projects throughout my University Animation course. While I have not used 3DS Max, I am aware of its similarities to Maya and can pick up software easily. I have worked to a professional brief and collaborated with others.

Recently, have been working to complete assets for a selection of people for use in their films. I created items in Maya to a high standard, making sure to update my clients on a regular basis to show my progress. Taking any feedback to make sure that I completed the task to the highest possible standard. I can UV map and texture and colour either within or in exterior programs, such as Photoshop.

Additionally, have recently worked alongside an independent animation director within her studio, gaining work experience with real studio deadlines, pressure and environment.

You can see my Portfolio on my website, which is linked on my attached CV. Thank you for your time and consideration.

Yours Faithfully
Becky Banks



PROFILE

A fast learning Animation graduate specialising in 3D modelling, creating high quality assets and environment designs. I enjoy using technology as a creative tool and finding effective workflows in busy pipelines. Working with others to gain further insight into their vision, to then work accurately and to a professional standard.

CONTACT

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HOBBIES

History/Museums
Swimming
Sci-Fi/Fantasy
90's/00s Pop Music
Harry Potter

References Available Upon Request....
Permission for this to be passed onto
third parties...

BECKY BANKS

3D Modeller (Environments & Assets)

EDUCATION

University of Wolverhampton 3D Animation, Visual Development
2016 - 2019
BA (Hons) Animation

Salford City College
2010 - 2012
BTEC National Diploma Media

WORK EXPERIENCE

Runner for Samantha Moore
27th November 2018 – 28th November 2018

Work Experience: Organising (Arranging shots in sequencing order)
Setting up, Assist with Animation (where necessary) Food and Drink
(where necessary).

Volunteer Anim18
June 2018

Friendly Communication, animation help, tea and coffee, directions,
cleaning, packing away....

Secretary Animation Society (University of Wolverhampton)
May 2017–2019

Offer support to fellow students bringing up any issues with staff, actively
gave ideas towards improvement of the course and the course's
animation club.

SKILLS

Maya: Texturing, Building/Modelling, UV Mapping, Lighting.

Photoshop: Texturing, Digital Painting, Photo Manipulation, Collage.

Premiere Pro: Editing, Camera Work.

Sketchbook: Digital Painting, Ideas Development/Sketching.

After Effects: Editing, Green Screen, Manipulation, Camera Work.

TV Paint: Animation, Ideas Development/Sketching.