

PERSONAL PROFILE

I am currently studying Animation at Ulster University.

My primary skills are in 3D asset and character modelling and animation, but I am versatile and have some knowledge of other aspects within the animation pipeline, like lighting and rigging.

I'd describe myself as a creative individual, who is proactive and enthusiastic when presented with a challenge. I'm constantly striving for improvement.

Although most of my experience has been in creating animated short films, I have a keen interest in both working on video games and developing AR/VR experiences, and I am eager to explore these areas more.

SOFTWARE PROFICIENCY



EXPERIENCE

2018/2019 "Bravery"	Student short film Team Lead, 3D Environment Artist, Lead Animator
2018/2019	Mini-Con Financial Director Management and organisational duties.
2018 "Sprinkled"	Student short film Character Modeller, Rigger and Animator

QUALIFICATIONS

2017 - Present	Ulster University Animation BDes (Result Pending)
2016/2017	Ulster University Art & Design (Foundation Year for Specialist Degrees) BA (Hons)
2016	Rathmore Grammar School A-Levels: AAB (Including Art & Design) GCSE: 5 A*, 5 A Grades (Including English & Maths)

AWARDS

2016/2017	Ulster University - Dean's List
-----------	---------------------------------

REFERENCES

Alec Parkin	Course Director in Animation, Ulster University a.parkin@ulster.ac.uk
-------------	---



CHLOE HUGHES

CREATIVE SOLUTIONS
WITH A POSITIVE
OUTLOOK

CONTACT

(+44) 0000000000

name@outlook.com

Address

www.chloeanhughes.wordpress.com

instagram @orieades.art

PORTFOLIO & SHOWREEL



ArtStation
Portfolio

<https://orieades.artstation.com/>



Showreel
on Vimeo

<https://vimeo.com/306272306>

INTERESTS

