

# Kathryn Chandler

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## SKILLS

- 3D animator with a focus in character and creature animation.
- Sound knowledge of the animation pipeline from concept to finished product.
- Strong understanding of anatomy.
- Basic MEL & Python scripting.

## EXPERIENCE

### **Senior Cinematic Animator - Playground Games**

*(July 2023 - present)*

Creating cinematic content for the new Fable game - from previs through to final implementation. Additional responsibilities include outsource management, creative reviews and collaboration with the Tech Animation team to build and strengthen the cinematic pipeline.

### **Animator - Industrial Light & Magic**

*(May 2021 - May 2023)*

Working closely with Animation Leads and Supervisors to create high quality photo-realistic character animation for film and episodic shows.

### **Animator - Rebellion Film & TV Studios**

*(April 2020 - May 2021)*

Part of the brand new core team in the VFX studio, working on a variety of projects including both realistic and stylised game cinematics and trailers.

### **Animator - MPC**

*(June 2018 - April 2020)*

Worked closely with Animation Leads and Supervisors to create high quality photo-realistic creature animation in the film department.

### **Animation Lead - Touch Surgery**

*(October 2017 - June 2018)*

Required to oversee the 3D pipeline on simulations, giving feedback and direction to modellers, riggers and animators. This also included collaborating with production to bid project schedules; organise asset management and lead client calls to review progress.

### **Animator - Touch Surgery**

*(September 2016 - October 2017)*

Primarily creating medical simulations of surgical procedures using 3D animation. Other responsibilities included CAD cleanup, modelling and rigging of assets.

## EDUCATION

### **iAnimate.net**

*(July 2017 - June 2018)*

Creature Workshops 1-3: Quadruped Locomotion, Animal Behaviour, Flight School & Fantasy Creature

### **The University of South Wales**

*(September 2012 - June 2015)*

Upper Second Class Undergraduate Degree: BA (Hons) Computer Animation