

## Natalie Cole (3D Generalist)

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### Personal Statement

I am an ambitious, determined individual, who has developed a mature and open-minded approach to any brief or situation I am presented with. I am a placement year student of Animation at the Ulster University, I have two years of experience and I am great at working with others to meet deadlines. I look forward to improving my skills in modelling and hopefully gaining experience in Visual Effects.

### Experience

#### Illustrator | Jonathon Murray

1<sup>st</sup> – 8<sup>th</sup> May 2016

An author contacted me, asking that I create the cover art for his first novel, and this gave me the perfect opportunity to work with a client and create an outcome that they were happy with. It was a great opportunity and proved my ability to respond to feedback, and how that feedback can then influence the final design.

#### Game Developer | Big Motive

Feb 2016 to May 2016

Whilst working at Big Motive I had to create a demonstrative version of a VR game based upon a children's book to be used on Google Cardboard. This involved designing every asset in the game in Photoshop, animating the characters, and scripting the game in Unity.

#### Labourer | Habitat for Humanity

Jun 2013 to Jul 2013

I was part a group that travelled to Romania to help build houses for four underprivileged families. When we were there I had to carry out physical tasks such as erecting scaffolding, digging the trench to lay sewage pipes, and mixing up the cement. We had also had to work alongside an American college group, who would then be working with a Danish group after we left. It was great getting to do something helpful, as well as working with different people.

### Education

#### BDES HONS Animation

Sept 2014 to May 2018

Throughout the degree, there was a high level of teamwork as well as weekly presentations, making it essential to develop strong communication skills, and gain an understanding of team dynamics. There were also deadlines for all our projects allowing me to improve my time management skills.

### Skills

Software	Competency	Software	Competency
Maya	○○○○	Photoshop	○○○○
Mudox	○○○	Illustrator	○○○
ZBrush	○○	Fusion 8	○
After Effects	○○○○	(○Vaguely Familiar, ○○○○○Expert)	