

# HARRY DAVID RANDALL

3D Animator | BA(Hons) Animation Production

## CONTACT



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Berkshire

## LANGUAGES

English - Native Level

French - Conversational

Spanish - Novice

## DIGITAL SKILLS



Maya



Blender



Nomad  
Sculpt



Premiere



Photoshop



Dreams



Resolve



Clip Studio  
Paint

## PERSONAL INTERESTS



Life Drawing



Film  
Photography



Gaming



Swimming

## ABOUT ME

I am a 3D Artist, currently working as 3D Animator at Intersurgical UK. I'm interested in switching into a more fast paced role where I can unleash my creativity. I have a deep passion for animation and love crafting narrative through movement in my own time as well as through my work. I truly believe animation is a team game, In my current role I lend my creative skills but also draw on the medical knowledge and feedback of my colleagues to deliver top quality animations.

## EXPERIENCE

### 2021 - Present Intersurgical 3D Animator

- I currently work as the sole CGI artist within the creative services department of Intersurgical. As such I'm more of a generalist dealing with all areas of the 3D Pipeline.
- I mainly use blender to create a variety of educational and promotional material from video sequences to individual renders.

### 2021 Hocus Pocus 3D Animator

- I animated multiple sequences with a diverse range of characters. I worked to give each character a unique personality and match their performances with the voice lines provided.
- My scenes included individual characters talking to the viewer, characters talking with each other and background / crowd characters.

### 2020 Arcus Studios 3D Animator

- I worked on a three character driven shots including body mechanics, acting and props.
- I provided multiple updates to the director; embracing and implementing notes and feedback that were provided. I made sure to manage my time effectively to ensure the best quality was delivered by the deadline.

### 2019 Outpost VFX Junior Animator

- I integrated myself into a pre-existing animation team and worked on several quadruped creature shots for a feature film. During my time on the project I was the sole animator on two shots and worked with other members of the animation team on others. My work was delivered punctually and was well received by the client.

## EDUCATION

- 2016-2019  
Arts University of Bournemouth  
BA(Hons)  
Animation Production  
2.1 Second Class Honours

- 2015  
Broughton Anglican College, NSW, Australia ATAR 75.2%  
Advanced English 81% | Art 84%  
Software Development 84%  
Modern History 79% | Chemistry 70%

## ADDITIONAL EDUCATION

- 2020  
Anima Warriors  
Improv For 3D Animators by Ere Santos' (Live Course, 8 weeks)

- 2023-24  
Anima Warriors  
The Essence of 3D Animation (Online Course).

References available upon request