HARRY DAVID RANDALL

3D Animator | BA(Hons) Animation Production

CONTACT

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Reading, Berkshire

DIGITAL SKILLS

Maya

Blender

Nomad Sculpt

Premiere

Photoshop

Dreams

Resolve

Clip Studio Paint

PERSONAL INTERESTS

Life Drawing

Film Photography

Gaming

Oil Painting

Cooking

Reading

References available upon request

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 with greater opportunity for creative development. I have a deep passion for animation and love crafting narrative through movement in my professional work as well as my personal pursuits. 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 from polygon to pixel. I mainly use Blender to create a variety of educational and promotional material from video sequences to individual renders. This level of responsibility across the production pipeline has expanded my problem solving skills whilst still grounding me in teamwork due to the necessary contributions of healthcare professionals within the output.

2021

Hocus Pocus

3D Animator

Responsible for animating a diverse range of characters talking to the viewer and each other as well as background/ crowd action.

2020

Arcus Studios

3D Animator

Working in a dome projection, I animated a series of complex multi-character shots with prop interactions. The final product was viewed in a planetarium which meant working with novel camera angles and staging.

2020

Lake Beyond the Clouds

Director, Animator

This was a personal project made in Blender by myself another collegue. I was responsible for the story and direction. I also collaborated towards modeling, rigging, animating, texturing, lighting and rendering. The film reached semi-finals in the Birmingham Film & Television Festival.

2019

Outpost VFX

Junior Animator

Working as part of a large VFX team I produced quadruped animation for the lion in Greed (2019)

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 Develoment 84%

Modern History 79% | Chemistry 70%

ADDITIONAL EDUCATION

2026

Hollis Dunlap

Oil painting workshop at Bluecoat Gallery, Liverpool (5 Day Workshop)

2025

Nicholás Uribe

Oil painting workshop at Bluecoat Gallery, Liverpool (5 Day Workshop)

2023-24

Anima Warriors

The Esscence of 3D Animation (Online Course).

2020

Anima Warriors

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