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Rhys Bradbury

Summary

I am an enthusiastic, hard-working 3D artist who has just graduated From Falmouth university. I specialise in 3D and VFX and I enjoy every part of 3D but mostly focus on modelling. I enjoy problem solving and working out how to achieve a shot or make a scene work correctly so would love a role as a 3D generalist to focus on multiple areas to learn as much as I can from every aspect of 3D. I work mostly in realism and have very high standards for myself in terms of work as I thrive off criticism and constantly want to better my work.

Additional Info

Very Sporty giving me a competitiveness in myself pushing to improve constantly and outperform other artists. Love watching breakdowns of films and finding out how the best films are achieved.

Education

Falmouth University, Animation & VFX

UCA, Canterbury, Foundation Year

The Abbey School, Faversham, 3 A-Levels 1

Skills

- Autodesk Maya
- Autodesk Mudbox
- NukeX
- Photoshop
- After Effects
- Education

Projects

Falmouth University:

- 2021: Lone, Live Action Film, VFX Supervisor & 3D Generalist
- 2021: Life Support, 3D Film, Hair Simulations & Creature Modeller

Experience

2018-2021 Falmouth University Projects

Other employment:

2015- 2018 Labourer for Bricklayer, Part time