

Mj Hygate

(+44) 07500941130
Mjhygate@gmail.com

Programs

Maya
C4d
Blender
Arnold
Premier pro
After effects
Photoshop
Adobe Animate
Nuke

Skills

3D animation
Rigging
Skinning
Lighting
Camera tracking
Rendering
Compositing
Digital camera Work
Traditional Drawing
Digital Drawing
Organisation

Work Experience

Painting Practice: Pre/Postvis Artist/Animator

May 2018- February 2020

- Worked under senior artists and animators to create 3D animated previs scenes for live action TV
- Was given sections of scripts along with creative briefs from directors and producers to work on and develop short previs sequences and animations
- Organised and led a small team of animators to create postvis tracked 3D animations for the BBC TV show 'His Dark Materials'
- Helped create 3D set dressing models, characters and animations for Painting Practice's asset library

University of South Wales: Teaching Assistance

Spring 2020, 30 hours

- Gave presentations on animation and camera work to 3rd and 2nd year animation students
- Gave face to face and online feedback to the students on animation, digital camera work, story, and art.

Hatley design studio: Internship

February-March 2015

- I assisted the lead artists in organising the art into tillable print format for fabric
- Created digital drawing in the in-house style to be posted online

Illumination Mac Guff: Internship

November-December 2014

- Experienced how it was to work in a studio creating a large Hollywood animated feature film and assisted department heads and artists during their work
- Worked under the supervision of experienced animators in the crowd animation department

Education

University of South Wales: 3D Computer Animation

2015-2018

1st Degree, Focus in Animation and Directing