



Adelaide Rose Coldham

3D Animator & Game Artist

My interest in the film and game industry began at an early age when I worked as an extra on a number of films, culminating in three months on the set of 'The Golden Compass' in 2006. Whilst there, I was introduced to filming techniques including green screening and motion capture which first inspired me to follow a career in this area.

I regularly enjoy on-line gaming, which has fired up my desire to create the incredible animation I admire in these games. In addition to this, my participation over the years in a wide variety of activities including horse riding, archery, shooting, Aikido, jousting, sword fighting, dancing and acting have all offered me a constructive insight into the movement of figures for animation.

CONTACT

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Website: www.arcanimation.co.uk

Location: Oxford

CAREER

REBELLION DEVELOPMENTS:

Animator (May 2020 - current)

- Responsible for animation and in-engine implementation of major mechanics
- Supervision of junior animators

Junior Animator (June 2018 - May 2020)

- Motion capture clean up for humanoids and hand keying for animals
- In-engine cinematic and camera animation

SOFTWARE SKILLS

CURRENT:

Maya: animation, modelling, UV-ing, topologizing, baking, basic rigging

Asura Game Engine: importing animations, setting up blueprints and layers and creating and editing cinematics

Unreal Engine 4: level building and lighting, rendering sequences

Photoshop: texturing, photo manipulation, digital painting

PREVIOUS:

Marmoset Toolbag 3: lighting, real-time rendering

Substance Painter: texturing, surface transfer, baking

Zbrush: organic sculpting, high to low poly workflow

Arnold: lighting, offline rendering

Dragonframe: stop-motion animation

EDUCATION

BA (hons) Game Art - First Class: University of Hertfordshire (Sept 2015 - May 2018)

BTEC Diploma Art & Design - triple distinction: Coleg Merion Dwyfor (Sept 2013 - Jun 2015)

11 GCSEs - A*: Art, French, Chemistry, Physics / **A:** Maths, Biology, English Language, English Literature / **B:** Geography, Welsh Language / **C:** Welsh Literature: Ysgol y Gader, Dolgellau (Sept 2008 - Jun 2013)



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ACHIEVEMENTS

- Winner of the Search for a Star game animation competition (April 2018)
- Excellence Award from The Rookies competition: 'The Resistance' (April 2018)
- Unreal's monthly update livestream feature: 'The Resistance' (February 2018)
- Spotlight Project on the Unreal Engine Launcher: 'The Resistance' (February 2018)
- Article written on final year project: 'The Resistance' - 80 Level (February 2018)
- Commended: Under 18s open art exhibition - MOMA, Wales (August 2013)
- People's Choice Award: Under 18s open art exhibition - MOMA, Wales (August 2012)
- Ailsa Owen Memorial Prize: Under 18s open art exhibition - MOMA, Wales (August 2011)

HOBBIES AND INTERESTS

- Photography:** including stereoscopic photography and photo editing
- Digital art:** currently exhibiting at the ArtWorks Gallery in Aberdyfi
- Cosplay:** Making costumes of my favourite in game characters and attending conventions
- Gaming:** role-playing games, in particular fantasy games