

Ellie Ansell

Generalist | Artist | Programmer

M: +44 (0)7446904459

E: ellie.ansell@live.co.uk

W: www.ellieansell.com

PROFICIENCIES Technical animation, lighting, rigging, animation, modelling, scripting, pre-production

LANGUAGES C++, python, MEL, xml, json, php, js, css, html, sql

SOFTWARE (Advanced) Maya, Marvellous Designer, Vray for Maya, Boujou, Visual Studio, VNC, Nuke; (Basic) Mari, Houdini

FINAL YEAR PROJECTS **Masterclass: Animation with Bluezoo**

Animation / rigging / lighting / modelling

Innovations: Dynamic advertising

Using a raspberry pi to collect environmental data, and then use the code with this data to manipulate a final image in a scene.

- Shortlisted for the Pitch on the Pitch competition 2016 (entrepreneurial)

Python / XML / circuitry with the Raspi / modelling / rigging / pre-pro. / bifrost / maya fluids for smoke

Programming: GLSL IDE, group programming project

Using C++ to read and write XML and json files storing data, and camera manipulation for a user friendly interface.

C++ / XML / json

Final Major Project: The Witch's Cat (group project)

Directing / Hair and fur / nCloth / lighting / Rendering / pre-pro.

WORK EXPERIENCE

Currently employed at Framestore Labs

Interactive Developer

Projects worked on:

- **Samsung Gear S3 World Choir**

- Watch Demo: GPU shaders and OpenGL used for a demo game to show movement from data received on the watch.
- Watches: Used OpenGL used to overlay different watch graphics.
 - Realtime watch time and countdown logic
- Scheduler organisation (python)
- Ref: <https://www.framestore.com/work/samsung-gear-s3-world-choir>

- **Tate modern**

- Developing an app to read data from log files and upload to a web-server database. Includes js, php, html, sql, C++.

- **Morgan Stanley**

- Visualisation of the building using modelling, photos and matte images.

Additionally:

- Email automation scripts (python), helping to deploy previous projects, creating scripts to automate tasks, learning lots of new tools, languages and libraries, updating clients.

**JUNE-JULY
2016**

VFX related experience

3D Casual Contract

Bournemouth University, Dorset.
Rigging, animation, tracking and 2D overlays
animation of hands moving a controller.
Ref: Jian Chang

**SEPT. 2013/
2014 / 2015**

BFX Festival volunteer

Helping to make the event run smoothly.
Bournemouth University, Dorset.
Ref: Tracey Ricketts

**SEPT. 2014 -
JUNE 2015**

PAL (Peer Assisted Learning) leader

Facilitating teaching for 1st year students.
Bournemouth University, Dorset
Ref: Charlotte Thackarey

**APRIL 2013-
PRESENT**

Non-VFX-related

Book keeping

NW Site Inspections Ltd.
Rawtenstall, Lancashire.
Organising the company's
receipts, logging expenses neatly
for the accountant.

**DEC. 2013 -
MAY 2014**

Lifeguard

Rosendale Leisure Trust,
Lancashire
Lifeguarding, first aid training,
cleaning

References available on request.

**EDUCATION
UNIVERSITY
2013-2016**

NCCA at Bournemouth University studying Computer Visualisation and Animation BA (Hons.).
Graduated with 1st class degree.

**SIXTH FORM
2011-2013**

Bacup and Rawtenstall Grammar school sixth form, Lancashire
A-Levels: Art and Design, physics, maths, EPQ, Critical Thinking

**PERSONAL
ACHIEVEMENTS**

- ▶ BFX 2016 (Rigging, Animation, pre-production)
- ▶ 2016: Runner-up in the Pitch on the Pitch entrepreneurial competition, organised by Bournemouth University for realtime advertising with the raspberry pi concept.
- ▶ 2014-2016: Committee member of Bournemouth university's YBall sports club. I produced marketing work and obtained grants to support funding for the sport.
- ▶ 2014: Top 20 out of 16,000 applicants runner-up at the Saatchi art competition, part of the Deutsche Bank Art Prize for schools competition in 2014.
- ▶ 2010-2012: Bronze/ silver DofE award.

Working in Framestore Labs is teaching me to learn new software and languages quickly, whilst working in a small team. I've been able to converse directly with clients to understand what's required, and i've put in time to learn new techniques, such as shader writing, glsl, web development languages and so much more! At home, I have an artistic urge I feel I need to fulfil- as a result, I practise concept art, and have an ongoing 3D project of a robin i'd like to model, rig and animate.