

KATY LLOYD - CV

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Employment

Dec 09: Freelance private sculpting commission.
Nov 09: Beatnik Games – freelance 3D animating.
Jan – Aug 09: D-Forms – varied prop-making work. A substantial amount of set-pieces and hand-props made for CBBC fantasy drama *Spirit Warriors*.
Sept – Dec 08: Designworks – mould-room assistant in busy product design modelmaking studio.
Aug 08: Bell and Spoon – sculpting commission for a jewellery piece.
Jun – Aug 08: D-Forms – varied prop-making for TV and media.
Jun 07: Artem – paid work experience whilst on summer holiday from uni. Worked on acclaimed Sony Bravia “stop-motion bunny” advert.
Oct 06 – Jan 07: *Thomas the Tank Engine* – paid work experience at Shepperton Studios whilst in my second year of university. Scale model detail and finish.
Jun 03 – Aug 05: Hedgehog Plants – local greenhouse work whilst at college.

Skills

Although trained as a modelmaker, I've enjoyed animating since college. I have experience in both 2D and 3D animation, and I believe my training in sculpture has helped develop my sense of weight, anatomy and staging. I am enthusiastic and have a professional, conscientious approach. I have experience in the following programs:
3DS Max, Silo 2, Adobe Flash, Photoshop, After Effects, Bauhaus Mirage.

Education

Hertfordshire University (2005 – 2008)

BA (Hons) Model Design and Special Effects – 2:1 grade.
Inc. additional portrait sculpting course and additional provisional welding course.

Chichester College (2003 – 2005)

BTEC National Diploma Fine Art and Design – Two distinctions, one merit.
Inc. City and Guilds life drawing course.

Westergate Community School (1998 – 2003)

10 GCSEs – 1 A*, 1 A, 2 Bs and 6 C grades.

References are available upon request

