

Amy Dolphin

3D Artist | Modelling – Texturing - Look Dev - Lighting

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INTRODUCTION

3D Artist with 5 years of experience in film, HETV, and real-time production for clients including Disney, Netflix, Amazon, and Aardman. Skilled in both stylised and realistic asset creation, with credits on *The Book of Boba Fett*, *The Rig*, and Cannes-nominated *Wild Summon*. Experienced in delivering clean, production-ready models and look development for traditional and real-time VFX pipelines.

SOFTWARE AND CORE SKILLS

3D Modelling & Sculpting: Maya, ZBrush, Substance Painter

Look Development & Rendering: Arnold, Solaris (Houdini), Unreal

Engine Real-time Engines: Unreal, Unity

Production Tools: Photoshop, Flow (ShotGrid)

Pipeline & Collaboration: Agile production workflows, documentation authoring, mentoring

Artistic Background: Fine art & art history foundation; strong sense of stylisation, form, and composition

KEY PROJECTS

The Book of Boba Fett – Design, model and sculpt of Modifier’s scalpel, lighting for Cad Bane night sequences (Primary VFX)

Fate: The Winx Saga – Sculpt, model and texture of Flora’s plants including animation of textures (Primary VFX)

Wild Summon – Creature sculpt, model, look development and texture, hero objects such as the salmon can (Sulky Bunny)

EXPERIENCE

AARDMAN – 3D Asset Artist (Contract)

Shaun The Sheep: The Beast of Mossy Bottom, Netflix R&D, Serta Sheep, Nest Pensions, Ranger Buddies, children’s pilot | Dec 2025- Present, April 2025 -May 2025, Feb 2024 – April 2024

- Built faux-stop motion characters, props, and environment assets for children's content and commercial spots for broadcast and YouTube
- Utilized a range of tools including Maya, ZBrush, Substance Suite, Arnold, and Solaris for Houdini for modelling, texturing, and look development

CREEP – 3D Generalist (Freelance)

Debenhams “Christmas Delivered” (2025), NDA TV Show for Netflix | Jul 2025 – Dec 2025

- Lit, laid out and render-wrangled for both the social and commercial content for Debenhams 2025 Christmas campaign, ensuring consistent, efficient output across the pipeline.
- Modelled detailed architectural and interior assets for a 1:1 historical property for Netflix.
- Used Maya, Substance Painter, V-Ray, and 3ds Max to support a refined cross-software workflow.

FEED ME LIGHT – 3D Sculptor (Freelance)

Royal Enfield Commercial | Sep 2025

- Sculpted stylized “fake stop-motion” toy characters representing different eras of Royal Enfield’s history.
- Used ZBrush to create handcrafted, era-specific designs that reflected the brand’s anniversary timeline.
- Collaborated with directors and surfacing artists to achieve a tactile, nostalgic aesthetic.
- Delivered production-ready sculpts optimized for lighting and rendering workflows.

LUX AETERNA – 3D Sculptor (Freelance)

NDA BBC Show | Sep 2025

- Created stylised humanoid planet face sculpts in ZBrush for a BBC factual series.

STUDIO GIGGLE / DISTORTION – Real-Time 3D Artist (Freelance)

Event Previs & TV | Feb 2025 – Apr 2025

- Built and lit immersive Unreal Engine scenes for an event for Outernet London
- Provided on-set VFX supervision for NTSC televised content

TURBULENCE – Real-Time 3D Artist (Freelance)

ACCA Project | Jan 2025 – Feb 2025

- Assembled real-time environments in Unreal using kit bashing, landscaping and foliage tools
- Blueprint scripting for simple animations (e.g. windmill rotation, car movement)

ALL SEEING EYE – Real-Time 3D Artist (Contract)

Sacha Wares: Inside - VR Film | June 2024- October 2024, June 2023- December 2023

- Produced 100+ modular environment assets optimized for Unity
- Researched historical references to design era-authentic assets and textures
- Crafted bespoke patterns with Substance Designer to fulfil period-specific briefs.

GIANTS AT PLAY – 3D Asset & Character Artist (Freelance)

AstraZeneca – COVIDBALL | Apr 2024 – Jun 2024

- Sculpted stylized characters and props integrated with practical pinball machine FX
- Utilised blend shapes to achieve fast character variations within budget constraints

PRIMARY VFX – 3D Generalist (Lighting, Layout & Assets) (Freelance)

The Book of Boba Fett, The Rig, Fate: The Winx Saga, Nautilus R&D | Sep 2021 – Jun 2023

- Designed, modelled and textured hero assets such as The Modifier’s scalpel in Boba Fett and Flora’s plants for Winx
- Supported layout and lighting teams across multiple productions for HETV
- Mentored junior artists in Maya and Substance Painter workflows
- Authored studio-wide documentation for Substance workflows, improving consistency and onboarding across departments

SULKY BUNNY – 3D Asset & Character Artist (Freelance)

Wild Summon (Cannes Short) | Jun 2021 – Sep 2021

- Created creatures such as the heron and whale, as well as hero props like the crab can using ZBrush, Maya and Substance Painter
- Contributed to the film’s selection at Cannes and BAFTA, as well as six international awards

EDUCATION

University of the West of England (UWE), Bristol

BA (Hons) Animation – First Class Honours | 2018 – 2021

University of Bristol

WECA Unreal for Virtual Production | 2024 – 2025

References available on request

