

AMY DOLPHIN

CONTACT & PORTFOLIO

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INTRODUCTION

Results-driven 3D Artist with over three years of hands-on experience in lighting and asset creation for high-profile television and indie films. Notable contributions include Emmy-winning series "The Book of Boba Fett" and six-time award winner "Wild Summon."

EXPERIENCE

ALL SEEING EYE – Undisclosed VR film (Contract)

June 2024- Present, June 2023- December 2023

Developed and optimized environment assets for real-time usage in Unity. Curated era-appropriate references from historical photographs for accurate visual representation. Crafted bespoke patterns with Substance Designer to fulfil period-specific briefs.

GIANTS AT PLAY – Undisclosed Commercial, Stop Motion/CG Hybrid (Freelance)

April 2024- June 2024

Responsible for creating characters from sculpt to texture. The final result utilised blend shapes to change facial structure and character colours for quick scene variations without compromising on budget. I also aided in building sets and props for integration into a stop motion set.

AARDMAN – Ranger Buddies, Children's Pilot and YouTube series (Contract)

February 2024- April 2024

Mid-weight modeller and texture artist for a children's TV pilot and a miniseries for Mandai Wildlife Park. Assets were poly-modelled in Maya, textured in Substance suite and look dev utilised Houdini's Solaris.

PRIMARY VFX - Multiple Projects (Freelance)

September 2021- June 2023

Contributed to Emmy-winning series "Boba Fett" (Outstanding Special Visual Effects) and other shows including Amazon's "The Rig" and Netflix's "Fate: The Winx Saga." Modelled, textured, and oversaw asset look development to maintain standards and project specifications. Supported lighting and layout, showcasing adaptability in fast-paced production environments. Mentored junior artists in Substance Designer and Maya to support their professional growth.

SULKY BUNNY - Wild Summon (Freelance)

June 2021- September 2021

3D Artist for "Wild Summon," a Cannes Film Festival Short Palme d'Or nominee and six-time award winner. In my time I created various creatures and environment props using ZBrush, Substance Painter and Maya.

SKILLS

-Realtime and VFX Asset Creation: Proficient in modelling, sculpting, texturing, and look development using Maya, ZBrush, Substance Painter, and Substance Designer for both VFX and real-time projects. Some working knowledge of Unity, Unreal and Houdini.

-Lighting and Rendering: Experienced in Arnold and Unity to employ advanced lighting and rendering techniques for achieving realistic and visually stunning results.

-Collaboration and Teamwork: Demonstrates strong collaborative skills with directors, production teams, and fellow artists, ensuring seamless integration of 3D assets into live-action footage and successful project completion.

-Problem Solving: Proven ability to creatively solve technical challenges, offering innovative solutions to deliver exceptional visual effects.

EDUCATION

University of the West of England (UWE), Bristol

2018-2021

BA(Hons), Animation

First-Class Honours

References available on request.