



NATASHA REDMOND

Animator and Director

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EDUCATION

Savannah College of Art and Design

Bachelor of Fine Arts in Animation – Savannah, GA, USA & Hong Kong, China

SEP 2013 - JUN 2017

PROFESSIONAL EXPERIENCE

nDreams

Remote: Senior Animator – Farnborough, UK

- Collaborated with peers to set up animation pipelines for project

JAN 2023 - MAR 2023

Splash Damage

Permanent: Animator – London, UK

- Managed previsualization and camera work in Premiere, After Effects, and Unreal
- Developed concept and documentation for player interactions
- Polished, animated, and implemented ingame animations

MAR 2021 - NOV 2022

Ten Square Games

Freelance: Mocap Animator – Poland

- Developed animation pipeline using purchased mocap data and Autodesk Maya
- Created documentation for future animators on how to set up, clean, and export motion capture anim
- Set up and polished four motion capture animations ready for in engine implementation

FEB 2021

Natural Motion

Permanent: 3D Animator – London, UK

- Organized animation and character development for "Star Wars: Hunters"
- Participated in game development and communicated with various departments

OCT 2019 - OCT 2020

Bossa Studios

Fixed-Term Contract: Animator – London, UK

- Collaborated with a small team to create unique in-game and menu animations for "Hogwash"
- Assisted in various other tasks around the studio that included modeling, rigging, and lighting

MAY 2019 - SEP 2019

Frontier Developments

Permanent: Full Animator – Cambridge, UK

- Animated biped and quadruped characters for "Planet Zoo"
- Compiled animal references for and gave animation feedback to outsourcing team

OCT 2018 - APR 2019

Doodle Productions

Fixed-Term Contract: Junior 3D Animator – London, UK

- Blocked and animated characters and objects for CBeebies TV show, "Messy Goes to Okido"
- Averaged 7-8 seconds of animation a day, met deadlines, and implemented feedback when given

AUG 2017 - APR 2018

SOFTWARE

MAYA • PHOTOSHOP • TOONBOOM HARMONY • STORYBOARD PRO • MOTION BUILDER
BLADE • PREMIERE PRO • AFTER EFFECTS • ILLUSTRATOR • VISUAL STUDIO • UNREAL ENGINE 4

DIRECTORIAL EXPERIENCE

"this seen makes no cents"

Director, Animator, Script Writer, Character Designer

- Created a short animated film in spare time between jobs
- WINNER "Animation Under 30" CinemàCinèma 2021

JUN 2018 - FEB 2020

Senior Film: "Saving Green"

Director, Animator, Storyboard Artist, Editor, Layout Artist, Character Designer – SCAD

- Managed a team of 50 individuals over the course of 18 months
- Premiered at the Crystal Palace International Film Festival in London 2019

AUG 2015 - MAY 2017

REEL AND REFERENCES

Website and Social Media

www.redink-animations.com @redinkanimations

References

Available upon request