



# Harry Martin

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## About me

A passionate, professional, and determined junior animator with a years' worth of studio experience working with a team on a production. I'm a keen problem solver, hardworking, and more than happy to go above and beyond to achieve my goals. I work well with others and approach situations with enthusiasm and maximum effort. I am eager to learn, ready to listen, good at organizing myself, and approach work with a level of seriousness, respect, and professionalism that is beyond my years.



8 Castan Road,  
Pontyclun, RCT,  
CF72 9EH



07825308310



haich2004@gmail.com

## Skills

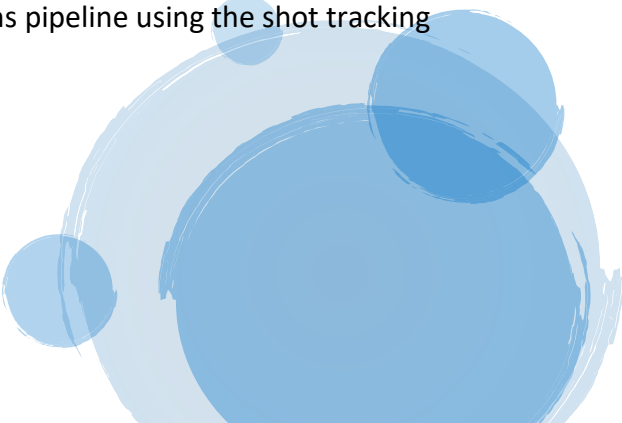
### **3D Animation**

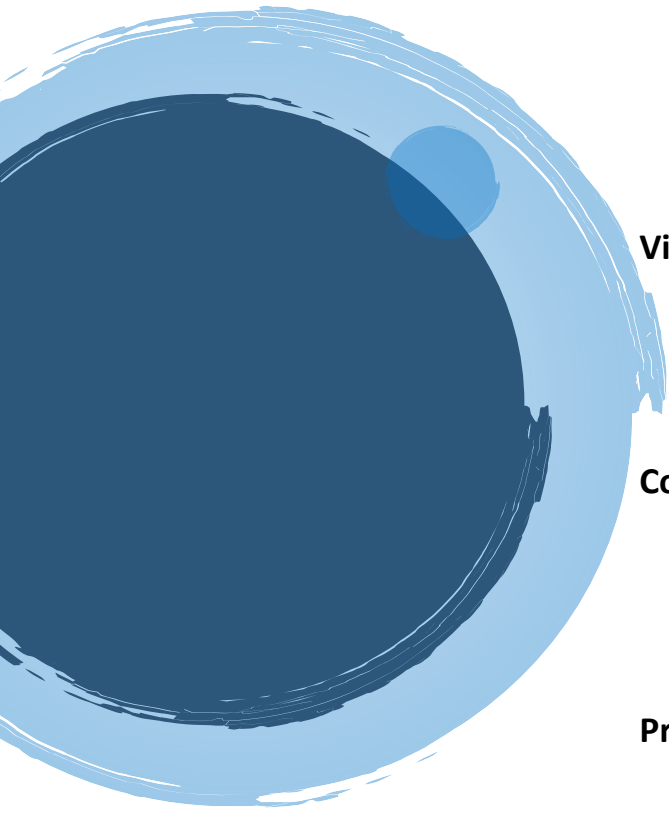
- Capable junior animator with experience animating in Blender. I can create extensive layout animations, which I can then further refine by changing the interpolation of the keyframes and using Blender's graph editor.

### **Digital Illustration**

- I have recently begun to develop my skills with digital illustration tools, primarily using Krita. Some experience with Adobe Photoshop and Illustrator.

### **Pipeline Management**

- I have experience with organizing, reorganizing, and creating a productions pipeline using the shot tracking software Kitsu.
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## **Video Editing and Compositing**

- Basic knowledge of editing with DaVinci Resolve. I can compile, arrange, and edit images and videos with Resolve to create a clear timeline that can also include video and text effects.

## **Computer Aided Design**

- Primarily using Fusion 360 and SolidWorks I have created 3D renders of items and characters, printing them using a 3D printer to have a physical reference of proportions and lighting for further illustration.

## **Product Design**

- I have experience in designing an in-depth idea following the steps of ACCESS FM to produce a final product that is aesthetically pleasing, cost effective and unique.

## **Software Experience**

### **Blender**

- Used for both 3D and 2D animation, I have a comprehensive understanding of Blender's fundamentals and can effectively set it up for specific tasks.

### **Krita**

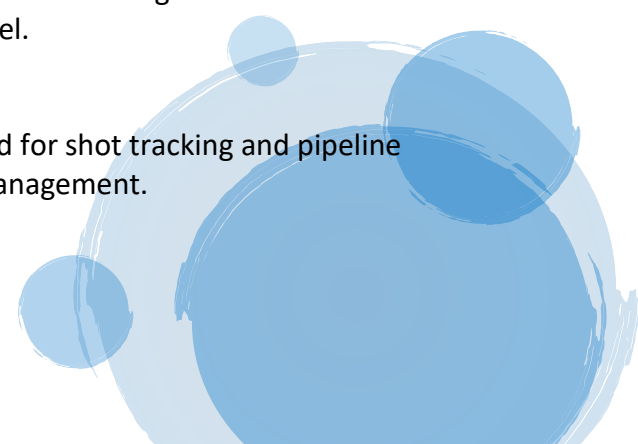
- My software of choice for creating digital illustrations and concept work.

### **DaVinci Resolve**

- Experience with the basic editing tools and effects. Used to make my showreel.

### **Kitsu**

- Software I have used for shot tracking and pipeline organization and management.





## Work Experience


### **March (2023) – March (2024)**

Completed the **Animation Apprenticeship** with Hollowpixels Studio, where I was taught to be a generalist and developed the following skills alongside a team of fellow apprentices:

- 3D animation within Blender, including knowledge of and experience using the straight ahead and pose to pose animation styles,
- 12 principles of animation,
- 1 year studio experience working with a team on multiple pipelines at all stages of said pipelines,
- Production Management and Pipeline Organization using the software Kitsu,
- 2D animation using Blender's Grease Pencil tool,
- Modelling using Blender,
- Basic rigging within Blender,
- Basic editing skills using DaVinci Resolve.

### **February 20<sup>th</sup> – 24<sup>th</sup> (2023)**

Successfully completed the Prince's Trust **Get Started with Digital Storytelling** course in partnership with 4PI Productions. A digital skills development programme including:

- Learning from Industry Professionals
  - Digital Skills
  - Media Production
  - Personal Social Skills
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## Education

### **AIM Qualifications Level 4 Diploma in Interactive Media (2024)**

Passed and completed through Gower College Swansea as part of the Hollowpixel Studio Animation Apprenticeship.

### **Y Pant Comprehensive School, Pontyclun**

#### **A level – July 2022**

2A – Product Design, Welsh Bacallaureate

2C – Chemistry, Biology

#### **AS Level – August 2021**

3A - Biology, Product Design, Welsh Bacallaureate

1B - Chemistry

1C - Physics

#### **GCSE – August 2020**

3A\* - Biology, Chemistry and Skills Challenge Cert

6A - Welsh, R.E, Physics, Art, English Language and Literature

2B - Higher Mathematics and Design Technology

P2 - Welsh Bacallaureate

**Awards:** Received ‘excellence endeavour’ awards for both AS Biology and AS Product Design.

