



# Adelaide Rose Coldham

## 3D Animator & Game Artist

My interest in the film and game industry began at an early age when I worked as an extra on a number of films, culminating in three months on the set of 'The Golden Compass' in 2006. Whilst there, I was introduced to filming techniques including green screening and motion capture which first inspired me to follow a career in this area.

I regularly enjoy on-line gaming, which has fired up my desire to create the incredible art work and action I admire in these games. In addition to this, my participation over the years in a wide variety of activities including horse riding, archery, shooting, Aikido, jousting, sword fighting, dancing and acting have all offered me a constructive insight into the movement of figures for animation.

### CONTACT

**Email:** [adelaide@arcanimation.com](mailto:adelaide@arcanimation.com)

**Mobile:** 07827 870 634

**ArtStation:** <https://www.artstation.com/avcat>

**Location:** Hatfield

### EDUCATION

**Ongoing - BA (hons) Game Art:** University of Hertfordshire (Sept 2015 - May 2018)

**BTEC Diploma Art & Design - triple distinction:** Coleg Merion Dwyfor (Sept 2013 - Jun 2015)

**11 GCSEs - A\*:** Art, French, Chemistry, Physics / **A:** Maths, Biology, English Language, English Literature / **B:** Geography, Welsh Language / **C:** Welsh Literature: Ysgol y Gader, Dolgellau (Sept 2008 - Jun 2013)

### SKILLS

**Maya:** animation, modelling, UVing, topologizing, baking, basic rigging

**Marmoset Toolbag 3:** lighting, realtime rendering

**Unreal Engine 4:** level building and lighting, rendering sequences

**Substance Painter:** texturing, surface transfer, baking

**Zbrush:** organic sculpting, high to low poly workflow

**Photoshop:** texturing, photo manipulation, digital painting

**Arnold:** lighting, offline rendering

**Dragonframe:** stop-motion animation

**Fine Art:** concept, illustration, anatomy, colour and composition

### ACHIEVEMENTS

Winner of the Search for a Star game animation competition (April 2018)

Excellence Award from The Rookies competition: 'The Resistance' (April 2018)

Unreal's monthly update livestream feature: 'The Resistance' (February 2018)

Spotlight Project on the Unreal Engine Launcher: 'The Resistance' (February 2018)

Article written on final year project: 'The Resistance' - 80 Level (February 2018)

Commended: Under 18s open art exhibition - MOMA, Wales (August 2013)

People's Choice Award: Under 18s open art exhibition - MOMA, Wales (August 2012)

Ailsa Owen Memorial Prize: Under 18s open art exhibition - MOMA, Wales (August 2011)

### HOBBIES AND INTERESTS

**Photography:** including stereoscopic photography

**Art:** currently exhibiting at the ArtWorks Gallery in Aberdyfi

**Gaming and cosplay:** role-playing games, in particular fantasy games and attending conventions dressed as my favourite in-game character

[www.ARCANIMATION.CO.UK](http://www.ARCANIMATION.CO.UK)

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