

Second-year VFX student at NCCA Bournemouth, five years into 3D — I started in Blender and now work in **Houdini simulation, character & asset creation**, and **Nuke compositing**. I came up through fine art and still think that way: every decision about how something looks is deliberate, tested, and justified. Now focused on building work to a production-ready standard.

SOFTWARE

FX / SIMULATION

Houdini · Vellum · RBD · Solaris · Karma

MODELLING / SCULPT

ZBrush · Maya · Marvelous Designer

TEXTURING / LOOKDEV

Substance Painter · Arnold

COMP / EDIT

Nuke · DaVinci Resolve · After Effects

EDUCATION

BA (Hons) Computer Animation & VFX

NCCA — Bournemouth University
2024 – 2027 (expected) · 2nd year

A-Levels

Chislehurst & Sidcup Grammar — Art (A), Economics (B), Maths (C)

GCSEs

10 GCSEs — four 9s, four 8s, a 7 and a 6, including Art & Maths

INTERESTS

Football — goalkeeper; U18 South Kent Division 1 winners, now playing for Bournemouth University 2nd XI.

Music — American melodic rap and UK rap; Don Toliver, Nines, plus festival season.

Film — Into the Spider-Verse, Harry Potter, Cars.

EXPERIENCE

Runner / Work Experience — Blink Ink

Summer 2023

Production support across a busy London animation studio — handled deliveries and shop runs, moved footage and SD cards between teams, and set up a brand-new audio system for a studio screening. First-hand exposure to how a working studio runs under pressure.

Runner / Work Experience — ETC

Summer 2024

Another placement, much like Blink Ink — more time inside a working studio and a deeper understanding of how one operates. I've kept in contact with a mid-level CG generalist from there, who got on a video call to review my work from first and second year of uni and help push me toward making industry-standard work.

Freelance 3D & Design

2019 – Present

I've worked freelance for Drink Angel, a brand focused on drink-spiking safety products. I modelled a 1:1 replica of their keychain test kit, with product renders and an advert of the capsules toppling like dominoes to reveal the strips. Other highlights include album covers and music videos for local up-and-coming artists with tens of thousands of streams, plus a wide range of freelance projects across many clients — all delivered to a client's brief, a very different discipline to a personal project.

SELECTED PROJECTS

HOST — Horror Short

Festival screened

NCCA · 2026

Simulation and compositing on a found-footage creature film. Built a Vellum cloth-tear and blood simulation in Houdini, then handled CG creature integration, plate repair, and grade across two Nuke shots — controlling exactly when the audience feels the creature's presence. Selected for BFX Festival 2026 (Real-Time Horror & The Uncanny) and screened alongside a Netflix production and other studio films.

HOUDINI · VELLUM · MARVELOUS DESIGNER · NUKE · DAVINCI RESOLVE

Gladiator — Character

2026

Full character pipeline from anatomy study to final render: ZBrush high-poly sculpt, retopology and UVs, Substance Painter texturing in bronze and leather, Maya / Arnold lookdev (SSS, displacement, XGen) and render.

ZBRUSH · MAYA · SUBSTANCE PAINTER · ARNOLD · KARMA

ADDITIONAL EXPERIENCE

Bartender & general assistant, The Manor at Bickley 2024–present · Sales, Clarks 2022–23 · Private tutor, Maths & Science 2019–present