



WILLOW KABLE

Animation and Illustration

Erskineville, NSW 2043

Contact

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Profile

Driven animator and illustrator with a love of visual storytelling and a wide array of artistic skills. Proficient in 3D action, performance and creature animation as well as storyboarding and production art. Vibrant and creative individual, energetic and passionate team member. Versed in a range of styles and focused on producing high quality work. Excellent work ethic, highly organised and reliable, excels under pressure in team environments and independently.

Skills

- Excellent communication and interpersonal skills
- Focus on producing high quality work with aptitude for delivering on deadlines in high dynamic, high pressure environments
- Strong digital literacy
- Solutions oriented and committed to innovative problem solving
- Amazing understanding of animation, cinematography and visual storytelling principles
- Experienced with animation pipeline in both narrative and game
- Proficient in modelling, unwrapping, rigging and illustration
- highly organised, detail oriented and motivated to exceed expectations

Software

- Adept with animating in **Autodesk Maya** and well versed in modelling, unwrapping and rigging.
- Proficient with the **Adobe Creative Suite** including **Photoshop**, **Premiere Pro** and **Illustrator**
- Familiar with **Unreal Engine**
- Proficient with **Procreate** and its animation and illustration capabilities
- Knowledgeable with the **Microsoft Office Suite** and other industry specific project management software such as **Autodesk Shotgrid** and **Jira**

Credits

Tales of the World: Gruff

JMC Student Project (Animated Series) - May 2024

- Storyboarding, following creative lead's direction to quickly and effectively convey the narrative and emotion of dialogue and action scenes while staying on model.

Paraglock

JMC Student Project (Game) - Apr 2024 - May 2024

- 3D Animation, creating clear, expressive movements that are readable from all angles, and enhance the gameplay experience.

Venom

JMC Student Project (Animated Music Video) - Jun 2023 - Jan 2024

- Visual Development Artist, working closely with the creative director and other artists to bring the stylistic identity of the project to life.
- 3D Animation, building the physicality of the character from the ground up and developing the character's movement throughout the sequences of the video.

Nature's Little Mistake

JMC Student Project (Game) - Jul 2023 - Jan 2024

- Character/Prop Artist, developing items and enemy designs, illustrating them and other designs and breaking them down into components to be animated in Unity
- Environment Modelling, modelling, UV unwrapping and texturing 3D modular assets.

Stagnant

JMC Student Project (Game) - Jun 2023 - Oct 2024

- Background Artist, developing the environments and their tone to reflect the narrative elements of the game and exploring the stylistic

Education

Bachelor of Creative Arts (Animation) - JMC Academy - Feb 2022 - Jan 2024

561 Harris St, Ultimo 2007

References

Leah Giblin

Author 'Keep Your Clothes Forever'

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