

Eilidh Brown

Technical Animator

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I am a 4th year Computer Arts student from Scotland. Since I was young, I have always been fascinated with the 'Making-of' features in both animated film and games. If there was an element of a film or game that I enjoyed, I would go out of my way to find out how it came to be. Whenever I am part of a project, I always aim to create something that will inspire others and motivate them to find out more.

Related Work Experience

Weave by Abertay | Workshop Leader | September 2018

I ran an animation workshop, as part of a small team, for the opening celebrations of the V&A Dundee.

Education

Axis Animation, Glasgow UK | December 2019 - April 2020

Mentorship of honours project. Focusing on facial rigging and animation.

Abertay University, Dundee, UK | August 2016 - Present

BA Computer Arts – Expected July 2020

Experience gained in many different disciplines, with specialisation focusing on charactering rigging and animation, for both games and feature.

Outplay Entertainment, Dundee, UK | September 2018 - May 2019

Mentorship of Profession Project module - a full team game project, with my area of work being character design, modelling, rigging and animation.

Other Work Experience

Cex, Dundee, UK | Sales Assistant | December 2017 - Present

Providing good customer service while working as part of a team in a busy environment to complete team tasks. Also working on personal assigned tasks throughout a day, which requires good time management.

Technical Skills for Games and Feature

- 3D Character Animation
- 3D Character Rigging
- 3D Modelling
(props and hard-surface)
- Researcher



Software

- Autodesk Maya
- Adobe Photoshop
- Unreal Engine
- Unity



Hobbies and Interests

- Reading
- Video Games
- Clarinet / Music
- Films
- Game Jams

I also take a strong interest in diversity both in media and behind the scenes, ensuring to support the projects created by those who usually don't get the opportunity to do so.