

Abigail Gelston

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PROFILE

Ambitious Animation student at Ulster University with skills as a 3D generalist, excellent team communicator and project organiser developed through two years of group projects. Currently seeking to develop these skills further and gain work experience in a positive, forward-thinking company with room for individual growth.

KEY SKILLS

- Proficient in Autodesk Maya and Pixologic ZBrush.
- Knowledgeable in Adobe Photoshop, Adobe After Effects and Autodesk Mudbox.
- General 3D skills in modelling, sculpting, texturing, lighting and character animation.
- Confident at both individually led work and working within a team dynamic.

KEY ACHIEVEMENTS

- Dingle Animation Festival nomination for best VFX in the student category for our short film Slán.
- Trained as a first aider by St. John's Ambulance in 2012.
- Volunteered for Marie Curie Cancer Research from Sept 2010- Sept 2011.

WORK EXPERIENCE

Visual Development Artist | Italic Pig

Jan 2016 to May 2016

Video game developer/publisher.

- Extensive project experience from conceptualisation to development.
- Visually developed the world of the project, BlackLight, through conceptualising, sculpting and animating to create a trailer for the series.

Crew Member of McDonalds | Paris McDonagh

Oct 2013 to Present

- Maintained high standards of customer service during high-volume, fast-paced operations.
- Communicated clearly and positively with co-workers and management.
- Followed procedures for safe food preparation, assembly, and presentation.
- Flourished in a high-paced, high-demanding environment.
- Built loyal clients through friendly interactions and consistent appreciation.

Shadower | Paul O'Kane Architects

Jan 2012 to Feb 2012

- Followed lead with his work and experimented within the CAD programme.
- Participated in meetings with clients to discuss safety issues and propositions.
- Temporarily watched over his art gallery and followed an oil painting class taken by him.

EDUCATION & QUALIFICATIONS

Ulster University - BDes Hons Animation	2018
Ulster University - Foundation degree (P)	2014
Down High School - A Level Art (B), Chemistry and History (C)	2013
- GCSE Art, History, Maths (A*), Additional Maths, English Language, Religious Studies and French (A), Double Award Science and English Literature (B).	2011

INTERESTS

In my spare time I enjoy being inspired by fiction books and magazines. I follow ImagineFX, 3D World and GamesMaster. I also love finding new artists and following up on their own books and tutorials such as Feng Zhu and Terryl Whitlatch.

REFERENCES

Alec Parkin | Lecturer in Computer Animation | +44 (0)28 95367272

Paris McDonagh | Salaried Manager of McDonalds | +44 (0)2844619567