Elizabeth Cousins

Southend On Sea Essex - UK elizabeth.cousins00@gmail.com

EXPERIENCE

Dimension Studios, Remote - Junior Technical Animator

Feb 2023 - Nov 2024

Worked as the only junior under a lead rigger. Dealing heavily in Metahuman rigs and worked in UE5 and Maya 2023/2024. Learned Python 3 for use in and out of Maya while on the job. Worked mostly on secondary characters from start to finish, as well as upkeep on hero characters and bug fixes.

https://www.portfoliobyliz.net/portfolio-collections/my-portfolio/mechanical-rigging-and-animation

Self Employed - Artist & Merch Designer

Mar 2021 - Present

Progressing in my spare time I run an online and marketplace shop, using my own art and merch designs. Seeing larger success in the past two years, going to many craft markets and two conventions in London, my art gives me a way to create and relax at the same time.

https://www.portfoliobyliz.net/portfolio-collections/my-portfolio/personal-art-development

Dedicated 3D animation graduate with 4 years of progressive study and just under 2 years in industry.

Focused on achieving the best quality of work. While also navigating issues encountered along the process and being dynamic in my approach. Creatively driven to produce for people in any way shape or form.

EDUCATION

Bournemouth University, Bournemouth — Bachelor of Arts: Computer Animation Arts & Design

Sept 2019 - June 2022

2:1 Graduate

Coursework in: Concept Art, Modeling, Texturing, Animation

Ravensbourne University, London — Foundation Degree in Arts: Art and Design

Sept 2018 - June 2019

Merit Graduate

Coursework in 2D animation

REFERENCES

Scott Gill — Dimension Studios

scottgill95@googlemail.com/linkedin.com/in/scott-gill-067992142

Gonzalo Canepa — Dimension Studios

goncanepa@gmail.com / linkedin.com/in/gonzalocanepa

SKILLS AND SOFTWARES

Software:

Maya 2023/2024, UE4/5, Python 3, Adobe Photoshop, Cortex, Mari, Nuke

Skills:

Time management and planning, Consistency, Negotiation, Problem solving, Customer service