

Samuel Thompson

Character designer. 3D modeller. Freelancer.

ABOUT ME

I am a passionate worker who likes to give everything my all and take pride in my punctuality and being a fast worker and learner. My favourite pastime is modelling and character design which is what takes up most of my free time. I work well with others to find solutions to problems or to critique. I work well on my own or as part of a team and am flexible with my work location having the ability to either work from home or traveling to an office-based environment.

EDUCATION

University of the Creative Arts, Farnham — *Animation BA (Hons) – First Class*

September 2017 - May 2020

Alton College, Alton — *Art and Design (BTEC) — Triple distinction*

September 2015 - July 2017

EXPERIENCE

Blink Image, Remote Work — *Motion Graphics and Production Junior Artist*

2022-2023 – For the almost 2 years I've been working in a small team that specialises in architectural visualisation. At first, I was hired to work on odd jobs but in my yearly review I was described as becoming 'an integral part of the work flow' and 'exceeding expectations'. I was mainly working as an editor, graphics artist and 3D image creation. I worked entirely remotely, working to deadlines and gained experience in teamwork as well as independent thinking

Freelancer, Remote Work — *Generalist*

2022 – present – From working on a 3D visualisation Hologram Project to creating DnD character reference sheets, the crazier the idea the better

Graduate Teaching Assistant, UCA — *Model Specialist*

2021 – After graduating I was employed by my university to assist my tutor in teaching 1st year students on zoom calls for Maya, specifically modelling

Arts and Crafts Instructor, Barracudas

2021 – Leading and planning arts and crafts sessions at a children's summer camp

Shop Assistant, Handy Store and Post Office

2021 – I assist the owners by dealing with money and post, serving customers and stacking shelves

The Reset, UCA — *3-Minute Film*

2020 – 3rd year film

Forest Lodge Garden Centre, Farnham — *Ornamental Department*

2018 – Seasonal employment including moving ornamental pots, cashiering, and gardening

Bright Bricks, Bordon — *Lego Builder*

2017 - Employed to help build the world's largest Lego model for a Land Rover commercial

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SKILLS

Autodesk Maya

Blender -modelling, rigging,
animating, lighting, rendering

Adobe Photoshop

Adobe Premiere

Adobe After Effects

Adobe Audition

TVPaint Pro 11

3D Printing

Full driving licence

**Both Microsoft and Mac
literate**

HOBBIES/INTERESTS

Modelling

Gaming

3D printing

**Space exploration (SpaceX
and NASA launches)**

**Creating my own fictional
world of characters**

**Building model replicas
including my full-sized Dalek**

Mythology

Films

Documentaries