

Abby Roebuck
roebot92@gmail.com
roebuckanimations.com
07702570660

PERSONAL PROFILE

I am very dedicated and passionate about animation I spend most of my time learning new software and finding new inspiration which keeps me animating all day long. I'm a big fan of Hand Keyed animation over Motion Capture, I do enjoy both, but I have always preferred the unique style that comes with hand keyed animation per animator. Everyone has always been pleased with my work and commented on how fast I am at animating.

SOFTWARE SKILLS

3DS Max and MAYA

- Biped, Bones, CAT, Rigging, Skinning, Blend shapes
- Basic Modelling and texturing knowledge
- Camera and Lighting skills

Cortex for Motion Capture and I own a Perception Neuron Suit

- Marker set up
- Calibration
- Capture and cleaning data

Spine 2D Animation

Basic Animation setup for

- Unity
- Unreal

Big Pixel Studios September 2019 – Current

Rick and Morty IP

Replaced the current Senior Animator working on animations for their new Rick and Morty Mobile game. Working closely with a new contract animator who I have been teaching the ropes and together we have greatly improved and kept the highest standard of animations while keeping to the Rick and Morty style which our creative director was always very pleased with

Two Nerds January 2019 – September 2019

Working with a small group on an unpublished mobile game. All hand keyed and working closely with the head animator. Animated a number of different creatures with unique features E.g. 3 heads, 6 legs and 5 tails. (Similar to Pokémon animation wise)

Immersive VR Education November 2016 – April 2018

Titanic VR

Relocated to Ireland, Worked on Character and underwater animal animations and a 15 minute cinematic experience in VR where you see a family board a Lifeboat and watch as the Titanic sinks in the distance. Working with Perception Neuron motion capture and FaceWare Tech for Facial motion capture

Splash Damage August 2016 - November 2016

Unreleased Project

Working as Assistant Animator, was in charge of the female character and cleaned motion capture from AudioMotion. Worked on a number of Dinosaur rigs and created rag dolls in Unreal Engine.

Pink Kong Studios / Variable State 23rd November - 20th May 2016

Virginia

Relocated to Dublin for 6 months to work at Pink Kong Studios to work with their partners Variable state on their first title Virginia. Which was released 22nd September 2016
I worked independently on specific cut scenes and In-game animations.

StinkDigital London August 2015 4 week contract

Man on the Moon

Game App Man on the Moon for the John Lewis Christmas advert.
I learned on site a new software 'Spine' and also attempted 2D Animation for the first time

EDUCATION

Teesside University 2010-2013

BA (Hons) Computer Games Animation 2:1

- Final Year Project B
- Advanced Animation for Games A
- Advanced Games Development B
- Contemporary Studies for Games C

A Levels in BTEC Art and Design and A Level photography

SAKURA MEDIA

I took a year out of the Industry to try doing Youtube and freelance work, it was going really well but I missed working with people, but I learnt new skills and software and a lot about marketing

In the middle of 2017 I created Lovesick, a series based on a game which had a huge following and now I have over 250K subscribers and season 1 has more than 7 million views spread between episodes.

I do a lot of fan made animation too, mostly based from anime, like My Hero Academia

This is not my 'best' animation, Quantity equals more than Quality when it comes to YouTube, but I am very proud of what I have achieved so far, considering I did it all on my own. (Except the sound and voice actors who helped me)

Hobbies

I tend to spend a lot of my free time animating but when possible I like to enjoy the odd board game and watching anime. I try to keep up with drawing too, I even started a drawing club at work too keep motivated and share feedback.