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## **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 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 2010-16 and MAYA 2014-2016

- Biped, Bones, CAT, Rigging, Skinning.
- Basic Modelling and texturing knowledge
- Camera and Lighting skills
- Rendering including mental ray and V-ray

Motion Builder with Cortex for Motion Capture and experience with Perception Neuron

- Marker set up
- Calibration
- Capture and cleaning data

2D Animation with Spine Characters/Meshes and FFD

Basic Understanding of

- Unity
- Unreal

**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

The game is currently available on Steam, with the cinematic still in production.

**Splash Damage** August 2016 - November 2016

### **Unannounced 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** 23<sup>rd</sup> November - 20<sup>th</sup> 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.

While working in the studio I also collaborated with Pink Kong on a AR App.

**Exigent Games** February 2015 – November 2015

### **Freelance 3D Games Animator**

Based in India and China, they sent some challenging animations with deadlines of 99 animations within a month, and they were always happy with my results.

Unfortunately the game was cancelled

**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  
I created many of the In Game animations and also a lot of the AR Animations.

**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

**Personal work**

In my spare time I animate even more, I'll happily admit I am obsessed with animation, I was a huge fan of Monty Oum and his work with Rooster Teeth. It became my lifelong goal to create my own series, to which I have already started; Sakura Media, my own YouTube Channel with over 65K Subscribers in less than a year. (This is not my 'best' animation, Quantity equals more than Quality when it comes to YouTube) It's very Anime styled with a very simple render set up and besides sound and Voice actors I work on this completely alone.