

Abby Roebuck
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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 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.
- Basic Modelling and texturing knowledge
- Camera and Lighting skills
- Rendering including mental ray and V-ray

Motion Builder with Cortex for Motion Capture and I own a Perception Neuron Suit

- 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

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.

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

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

SAKURA MEDIA

I'm currently working as a fulltime Youtuber, It became my lifelong goal to create my own animated series, and in the middle of 2017 I created Lovesick, a series based on a game which had a huge following and now I have over 100K subscribers and episode 1&2 have almost 2 million views each. 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)

I've recently made a gaming channel called 'Just Abby' where I have my own 3D Virtual Avatar which can be seen on screen moving and talking which I created using the Iclone Software. Again, not the best animation but it doesn't need to be for this type of video, and it's something I do for fun