

Maisie Race

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I'm a CG generalist currently completing my final year of BA Animation. I've enjoyed working in mixed media which has allowed me to gather a wide range of technical skills and develop my own creative practice. I have a thorough understanding of the CG pipeline and a positive attitude towards learning new skills. I have strong interpersonal skills and enjoy working as part of a team and individually. I'm now looking for a creative project to utilize my CG skill set.

Experience

Director - 'Litter Pecker' (UWE) 2024

A mockumentary with CG characters and live action backgrounds made for my final year project. Working primarily in Maya to model, rig and animate my characters. I hand painted and scanned in my textures and used Substance Painter to create depth and specular. Lighting and rendering in Arnold. Compositing in After Effects.

Animator - 'Skogg and the fireflies' (UWE) 2024

Character Animation for Laura Page's third year film which is rendered in Unreal Engine. Animating both subtle emotions and body dynamics for various shots in Maya.

CG generalist - 'Olga da Polga' - Doghouse Post Production 2023

I worked as a CG generalist on a childrens show which had live action animals talk with animated mouths. I motion tracked 3D geometry onto live action faces using Blender as well as Lip sync animation in Maya.

Animation PAL Leader - UWE Bristol 2022- 2023

Mentoring First year animation students through facilitating group work, leading informative onboarding sessions and sharing my technical and theoretical knowledge of animation.

CG generalist - 'Seize The Cheese' (UWE) 2023

A short film for preschoolers made as part of a collaborative project module. I worked on all aspects of the CG pipeline including modeling, texturing, rigging and animating, using primarily Maya. The film was the winner of the children's top choice award in its year.

Education

University of the West of England - Bristol, UK 2021 - 2024

BA (Hons) Animation

Willem de Kooning Academy - Rotterdam, NL 2023

BA (Hons) Animation - Exchange Programme

I expanded my animation knowledge whilst studying abroad and navigating another culture.

I had Workshops in VR, Motion capture and Blender.

Skills and Software

Proficient in: Maya, Arnold, Substance Painter, Premiere Pro, Photoshop, After Effects, Blender

Soft skills: Attention to detail, Problem solving skills, Adaptability, Communication, Organisation, Team work

Achievements and Responsibilities

- **President of the UWE Animation degree show committee of 2024**
Organising and running events and fundraisers, Treasurer, Leading meetings, Delegating tasks and ensuring schedules are maintained, Key communication
- **Dean's List for academic achievement at the University of the West of England**
- **Course student representative at the University of the West of England**
- **Volunteer at Kaboom Animation festival - Utrecht, NL**
- **Exhibitor at the RWA 169th annual open**



References Available upon Request