

VICTORIA JONES

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Passionate and hardworking animator with a BFA in Character Animation from the University of Central Florida (GPA: 3.93) and currently taking courses at AnimSchool for continued growth. Eager to join as an Animator to continue cultivating skills and contribute to the team. Worked as part of a team of 16 to help create the short film "Delivery" as Lucy's Lead Animator and animated various ideas with the guidance and feedback of industry professionals.

Education

3D Animation

AnimSchool

October 2020 – March 2023

Bachelor of Fine Arts

Character Animation

University of Central Florida

August 2015 – April 2020

GPA: 3.93

Skills

Autodesk Maya

Zoom

Remote Work

Fine Arts

Mac/PC

Microsoft Office

Google Suite

Teamwork

Adaptable

Great Sense of Humor

Creative Problem Solving

Expert Rubik's Cube Solver

Achievements

Admitted into the Character Animation Program at UCF

Dean's List - College of Arts and Humanities - Spring 2017 and Spring 2018

President's Honor Roll - Fall (2015, 2016, 2017, 2018, and 2019), and Spring (2016 and 2019)

Graduate of the Burnett Honors College at UCF

Experience

Courses at AnimSchool – Current Course Level 5

October 2020 – Present

Student Animator

- Plan, shoot reference, and animate various ideas
- Engage in weekly critique sessions on shot progress
- Receive and implement feedback from current industry professionals

Student Film Production at UCF: "Delivery"

October 2018 – April 2020

Character Animation Lead for Lucy

- Animate two 3D characters, a biped and quadruped, and props in a sequence
- Establish the film's quadruped character's personality and movement
- Oversee and guide a team of animators
- Support adherence to established personality and movement
- Review and provide feedback on animations
- Implement given feedback for individual sequence
- Complete final cleanup of various animations for both 3D characters

Environment and Prop Model Lead

- Model and UV production assets
- Manage and guide a small team of modelers
- Review completed production assets to ensure adherence to style
- Determine an effective workflow for clean and render efficient models
- Clean production assets and their files

Set Dresser

- Use production assets to create environments
- Ensure the creation of clean environment files with referencing for ease in updating assets

Asset Manager

- Create the naming convention used on all asset production files
- Maintain a list with information of each asset and its file name
- Ensure asset files are placed in the correct locations

Layout Artist

- Transition shots and cameras from storyboards into the primitive environment
- Create alternative camera compositions
- Insert blocked animation for composition purposes