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# JUAN GILL MURRELL

3D Modeling Artist

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 juan-gill-murrell

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## ABOUT ME

I am a vibrant and motivated individual with the ability to work independently and collaboratively. As a new graduate, I am eager to gain more experience within the VFX industry. I have experience working in multiple areas within the animation and VFX pipeline and I have a broad understanding of the software used in the industry. I always appreciate feedback on how I can improve my work and I understand the importance of acting upon advice. I am flexible, driven and I take pride in my ability to adapt to new situations and environments. I enjoy traveling for work and building new relationships with people across specialisms. I believe that it is important to be well-presented, polite, and outgoing towards colleagues and clients alike. I also understand the importance of time management and organization, especially in the animation and VFX industry. Given my experiences, I believe that I will be able to manage multiple responsibilities within this role and I am a capable candidate for this position.

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## EXPERIENCE

### Client Services Assistant & Runner - Framestore, London, United Kingdom

September 2022 - Present

I have recently become a runner and client services assistant for Framestore's London studio. This has been an interesting opportunity that has given me valuable insight into the VFX industry. In this role I have been responsible for setting up meetings for clients and ensuring their requirements and high standards are met. I am also responsible for cleaning and maintaining the office space for all Framestore and Company 3 employees. On a day to day basis I must ensure that I am communicating effectively with producers and colleagues to ensure that tasks are met on time and to a high quality.

### Café Assistant & Barista, The Tea Junction, Douglas, Isle of Man

February 2016 - September 2022

For the past few years, I have worked as a barista, waiter, and barman for a successful café & restaurant. This role has allowed me to develop my skills as a team worker and problem solver in a fast-paced environment. I have also developed my interpersonal skills as effective communication with colleagues was essential in order to run the business smoothly.

### Director, Animator & 3D Artist for Student Film, *Kelpie*, Norwich University of the Arts, Norwich

October 2021 - May 2022

For my third and final year at Norwich University of the Arts, I developed a short 3D animated film about manmade impacts upon the ocean. I was responsible for many aspects of this film across every phase of production. I worked on storyboards, visual development, experimentation, 3D rigging, modelling, texturing, lighting, animation and sound design. I also worked closely with another VFX artist, combining our skillsets to push the project further. Through this, I gained valuable experience working with multiple programs throughout the project pipeline as well as working within a team.

### Freelance Animator & 3D Artist, TKNZ, Remote

July 2021 - November 2021

In this role, I was responsible for developing concepts for an eSports mystery box product. I was responsible for developing 3D concept models and texturing assets. I also assisted with animation and lighting in Maya. I was also responsible for post-production in AfterEffects as well as producing easy-to-edit templates in the program.

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## TECHNICAL SKILLS

### Autodesk Maya

3D Animation  
3D Modelling  
Rigging  
Arnold Lighting

### ZBrush

3D Sculpting

### Substance Painter

Texturing

### Adobe

Photoshop  
AfterEffects  
PremierePro  
Audition

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## EDUCATION

**BA(Hons) Animation** Norwich University of the Arts (2019 - 2022) - First

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## REFERENCES

Rachel Quinney - Client Services Manager, Framestore -  
Sasan Ismaeel - Client Services Supervisor, Framestore -  
Anandh Ramesh - Senior Lecturer, Norwich University of the Arts -

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