



Bath/Tring



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@MILLIEWARDDIGITAL



MILLIE WARD

ANIMATOR

2D animator and concept artist who enjoys the occasional 3D modelling. I am particularly passionate about colour, character and environments.

FILMS

Bath City Farm – 'Beekeeping and Bee Health'

Grad film - 'Wanted'

Synopsis: Through the pages of a neowestern comic, we follow Ayla, a thief fleeing far and wide from the elusive bounty-hunting cyborg cowboy.

MILLIE WARD

EDUCATION

June 2021

BA (Hons) Digital Animation. Bath Spa University

June 2018

A-Levels. Lord Williams School, Oxfordshire

- Art
- Media
- Psychology

WORK EXPERIENCE

September 2018 - July 2021

Student Ambassador - Bath Spa University

Assisting with various university events including open days, explaining courses and functions, giving tours to the general public, answering questions from prospective students.

September 2020 - February 2021

Animator - Bath City Farm

Creating an animation for Bath City Farm. Animated and directed a 2D short film for Bath City Farm to raise awareness of the farm as well as educate audience members on the benefits and importance of bee health and bee keeping. Liaised with client on project requirements, created a script, storyboard, animatic and full animation based on the brief given, client feedback as well as extensive research into the topic.

2020 - present

Graphic Portraits – Commissions

Reinterpretation of photographs into personalised, creative, graphic portraits.

June 2019 - June 2019 (Four Day Event)

Installation Assistant - Holbourne Museum

Assisting the general public and groups of school children play a Virtual Reality program as well as explaining the creative process and the artifacts included in the exhibition.

2015-2020

Various roles - including hospitality, catering and retail sales which has given me experience with team working, customer service and complaint resolution. Jobs held at companies including Cavendish Events, Bicester Village and W H Smith.

SKILLS

- 2D animation
- Character design
- Background design
- Understanding of animation basics/pipeline
- Proficient in Photoshop, Adobe After Effects CC, Adobe Premiere Pro CC, Procreate, Adobe InDesign, Mudbox, 3Ds Max, Substance Painter, Unity, MS Office, some experience in Adobe Animate and Toonboom Harmony
- Working effectively as part of a team, responsible when working independently
- Excellent communication skills, both written and verbal
- Ability to prioritise and work to tight deadlines
- Enthusiastic, self-motivated, reliable, and responsible