

BRENDA XIMENA ROLDAN ROMERO

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EDUCATION

2019 - Bournemouth University - NCCA
2020 MA 3D Computer Animation - Distinction

- Computer Animation Principles & Techniques
- Group Projects - including remote work
- Research of 'Educational Animation using AR'

2016 - Bournemouth University - NCCA
2019 BA (Hons) Computer Visualisation and Animation - First Class Honours

- Blue Zoo Masterclass - Character Animation
- Body Language for Character Animation
- Innovations "Multimedia art for Animation"
- Group Projects
- Advanced VFX and Compositing Techniques

2018 - Arts University Bournemouth
Life Drawing - Short Course

2013 - Bilton School Sixth-Form | A-Levels
2016

- Fine Art and Design, Spanish, Mathematics and BTEC Music (AAAB)

SOFTWARE & OS:

Maya // Nuke // Blender // Premiere Pro//V-Ray //
Microsoft Teams // Syncsketch // Windows // Linux

MENTOR PROGRAMS

ACCESSVFX: Matt Howsam

Woman in Animation (WIA): Kyle Moy

SKILLS

Trained in 3D Animation at Bournemouth University. Learned from all parts of the pipeline. This gave me a good broad understanding of 3D which helps me to communicate within a team.

- 3D Animator
- Key frame animation in Maya and Blender
- Compositing - Nuke
- Director - University Short Films
- Producer - University Short Films
- Responsible and Organised
- Production Coordination
- Team management
- Problem solving
- Team communication
- Fluent English and Spanish
- UK EU Settlement Scheme

HOBBIES

- Classical Musician (Pianist)
- Mario Kart and Animal Crossing
- Gymnastics, Climbing and Cheerleading

EXPERIENCE

2020 DEC 3D Cover Animator - Junior - Blue Zoo Animation Studios
Pip and Posy - TV show / Sinking Feeling BZShorts

2021 JULY Working closely with the Animation Lead and Animation Director to produce high-quality animations that fit within the style of the show. Animating, primary, secondary characters, and elements. Meeting schedules and show deadlines. Working efficiently as part of a team, or independently, to complete assigned shots. Attending Dailies and feedback sessions addressing the notes accordingly. Keyframe animation in Maya and Blender.

2021 FEB Board Member - London ACM SIGGRAPH

PRESENT London ACM SIGGRAPH is a local non-profit, volunteer organization run and made up of local professionals. We are a Chapter of the Association For Computing Machinery (ACM) and Special Interest Groups for Computer Graphics (SIGGRAPH). I help to run our online events, update our events website. I have been able to participate in panel discussions and mentor young animators by providing them feedback on our animation events.

2020 NOV Arcus Animation Studios - 3D Character Animator

2020 DEC 3D Character animation following the targets and guidance from the creative director and project manager. Working as part of a team of animators, and regularly communicating with the team and Creative Director. Time management to effectively meet the deadlines of assigned work.

2020 SEP WIA Mentee Cirles Program - Acting in Animation

2020 DEC Acting in Animation: This circle will focus on acting with dialogue and pantomime acting. The goal is to learn how to create an entertaining and believable character performance. Assignment critique on a bi-weekly basis. During the course, there will be discussions on workflow, planning, and analyzing reference. Mentor: Kyle Moy

2019 Framestore (AccessVFX) Work Experience

Two-day work Experience attending dailies for Animation, CFX, Compositing, Director calls and learning about Production Coordination in "Lady and the Tramp" (2019). Shadowing different artist and roles. Mentorship program from Access:VFX, Mentor: Matt Howsam

2018 JUL BFX Short - Director, Producer, Animator & Compositing

2018 AUG

- Working with a client (UK Charity - DEMAND)
- Mentorship from industry professionals (Framestore, Dneg, BlueZoo, JellyFish, Aardman, MPC...)
- 30-second ad short piece in 7 weeks of production
- Production Coordination
- Team management and effective communication

2018 SEP Bournemouth University - Student Rep. (3D Animation)

2019 JUL

- Represent Final Year Computer Animation Students in staff panel to improve learning experience.
- Collect Feedback and communicate to Course Leader.
- Innovative solutions to improve our learning system.

2017 SEP Bournemouth University Student Union -

2020 JUN Society Committee Roles

- Animation Society Events Officer (2019-2020)
- European Society President (2018-2019)
- European Society Events Officer (2017-2018)
- Sketching Society Events Officer (2017-2019)
- Public speaking and Effective communication skills
- Organise and run large events between 20-60 people.
- Society Coordination for an effective workflow

AWARDS

2021 - London ACM SIGGRAPH Animation Competition WINNER

2020 - MRSF Best Animated Short WINNER - "Gaia"

2020 - DepicT Festival - IMDbPRO Audience Award WINNER -

"Gaia" - Roles: Director, Animator and Compositing

2020 - "Gaia" Short film - 23 International Festivals - Official Selection

2019 - Academic Archivement Scholarship - PG Bournemouth University

2019 - Global Talent Award - Bournemouth University

2019 - SURE Conference Participant - Bournemouth University

2019 - SUBU Leadership Award [L2] - Bournemouth University

2018 - Rock Star Award Nominee - Dorset, UK

2018 - BFX Competition Awards - BFX Festival

2018 - Global Talent Award - Bournemouth University

2016 - Academic Archivement Scholarship - UG Bournemouth University