

Animator

Tara Reynolds

PROFILE

I am an animator working with motion capture and keyframe animation. I am hard-working, reliable and I enjoy working in teams with other passionate developers.

Currently, I am a Motion Capture Editor working for Centroid Motion Capture, from which I have learnt a lot about the pipeline of motion capture editing and studio techniques from the industry, as well as animating in MotionBuilder, and setting up the motion capture studio. Through university and personal projects I animate with Maya and enjoy bringing life to characters using reference footage.

I enjoy learning, travelling and have moved around a lot in the past, from England to Thailand and Germany also, I love new experiences.

EXPERIENCE

Motion capture editor, Centroid Motion Capture, London — 2021 - present

- Motion capture post team - Animating the motion capture data with multiple characters, environments and props
- Solving and retargeting motion capture data through the pipeline onto character rigs
- Plan and manage files through Hansoft
- Using Perforce for version control of data
- Motion capture production - getting performers ready for capture, setting up the stage volume, assisting with system calibration and reference footage

Bar staff, Angels Bar Club, Berlin — 2018-2020

I seated customers, made drinks behind the bar and served them at tables. I handled money at the till and ensured tables were clean for new customers.

Sales assistant, Cotter's Bar shoes, Gloucester — 2017-2017

Uploading new stock onto the website, along with control of quantity. I sold shoes and accessories in store and helped assist customers on their needs.

Merchandiser & sales assistant, Debenhams, Gloucester — 2016-2017

I prepared stock for the shelves and helped customers with in-store purchases.

Volunteered assistant, W.R.E Charity — 2016-2016

Using recycled materials to make a Day of The Dead parade, to help promote recycling for the charity.

EDUCATION

Staffordshire University, Staffordshire, MA Computer Games Animation, First Class, 2021

Staffordshire University, Staffordshire, BA Computer Games Animation, First Class, 2017-2020

Gloucestershire College, Gloucestershire, Interactive Games Design, BTEC Level 3 - DMM, 2014-2016

The Forest High School, Gloucestershire, GCSEs: Art, English, Maths, History, Science, and Religious Education.

SKILLS

- Editing character motion capture data with an array of environments and props
- Motion capture editing with multiple characters
- Key frame animation on a variety of character rigs, as well as rigging and skinning
- Working in teams with other developers
- Setting up the motion capture stage and getting the actors ready for shoots

SOFTWARE

- Motionbuilder
- Maya
- Si
- Hansoft
- Perforce