



Bianca-Lee Burgess
3D Artist

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★ Profile

I am a reliable and hardworking 3D artist seeking a position in the visual effects industry where by my creative initiative, concepts and a genuine enthusiasm would allow me to progress. I have a good working knowledge of many industry leading software applications such as Abobe Creative Suite, 3D Equalizer and Autodesk Maya. I work to the highest standards and have an eye for detail with skills in design and multimedia.

★ Skills

Creative skills

- 3D modelling and texturing
- 3D Tracking and Roto
- Motion graphics
- Compositing
- Colour grading
- Graphic design
- Illustration
- Drawing and painting
- Storyboards
- Typography
- Packaging
- Web design
- New media
- Corporate identity
- Design for print

Software skills

- Autodesk Maya
- 3D Equalizer
- ZBrush
- Mari
- KeyShot
- After Effects
- Photoshop
- Illustrator
- InDesign
- Premier Pro
- Wordpress
- Microsoft Windows
- Mac OS X
- Linux (Ubuntu)
- Nuke (Basic Knowledge)

★ Academic Qualifications

Gnomon School of Visual Effects

April 2015 - June 2015

10 Week Online Course on texturing and shading.

Midrand Graduate Institute (MGI)

2010 - 2012

BA Degree in Graphic Design specialising in Multimedia

Subjects

3D Animation • Broadcast Design • Advanced Drawing • History of Graphic Design • Web Design

Monument park High School

2005 - 2009

Senior Certification examinations passed with Matric Exemption

Subjects:

English • Afrikaans • Life Orientation • Mathematical Literacy • Consumer Science
• Computer Application Technology • Tourism

★ Work Experience

Media Logistics Assistant

October 2015 - February 2015

Envy Post Production

London, England

Duties

- Maintaining a company wide database and library of media material
- Operating a busy telephone switchboard
- Receiving and dispatching media whilst managing the media library database.
- Prioritising projects across all media offices to make sure deadlines are met
- Training and supervising runners in logistics
- Organising errands for the runners.
- Organising the storage of client assets within the library.

Runner
Envy Post Production

April 2015 - October 2015
London, England

Duties

- Provide general assistance to clients and employees, in-house and on location
- Collecting packages and making deliveries of tapes and drives
- Ensuring the facility is clean, tidy and presentable.
- Assisting Library with logging, moving and locating tapes and completing necessary documentation for library assistants.
- Answering the phone / managing the switch board, greeting guests, booking couriers, dealing with company mail, ordering office supplies and assisting with day to day office management.
- Trained with using the companies scheduling system (ScheduALL) and I have also received full reception and library training.
- Trained in Envy's CGI room – working on software such as Nuke, Maya, After Effects

Runner
Smoke & Mirrors

May 2014 - July 2014
London, England

Duties

- Provide general assistance to clients and employees, in-house and on location
- Collecting packages and making deliveries of tapes and drives
- Ensuring the facility is clean, tidy and presentable.
- Ad hoc administrative or building services duties as required

Work Experience
Azimuth Post Production

May 2014 - May 2014
London, England

- Learnt the ins and out of the production line whilst working as a runner.

Freelanced / Worked on my showreel
Worked for myself

1 April 2013 - 1 April 2014
Cape Town, South Africa

- I improved my 3D skills and recreated my showreel, I also did a few freelance projects on the side, all this while travelling to and from South Africa and the UK.

Web Designer
Sebrio Consulting

1 January 2013 - 1 April 2013
Cape Town, South Africa

Responsible for planning and working on a range of projects, designing appealing websites and interacting on a daily basis with graphic designers, front and back-end developers. I also tested websites for bugs.

Duties

- Participating in discussions with clients to clarify what they want.
- Designing prototypes for mobile apps and websites.
- Creating logos, banners and buttons for websites.
- Designing websites that have a consistent look and feel throughout all web properties.
- Identifying website deficiencies.