

Bec Green

| Freelance Model Maker |

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I am a highly motivated individual and strive to achieve to the best of my abilities in everything I undertake. I am a good listener, keen learner and productive team member.

Education

BA(HONS) Animation,
Bristol School of Animation,
First Class degree

Skills

Technical Skills

- Plaster Moulds
- Needle Felting
- Laser Cutting
- Fibreglass
- Sanding
- Painting
- InDesign
- Photoshop
- Illustrator

Interpersonal skills

- Collaboration
- Perseverance
- Dependability
- Versatility
- Independence
- Patience
- Initiative

Experience

'The Capture' BBC1 <i>Trainee Scenic Painter</i> -Worked alongside the crew, sanding, filling and painting at the early stages of a large set.	Jan 2019
RDF Television BBC1 Eat Well For Less Series 6 Shop Well For Less Series 4 <i>Assistant Art Director</i> -Working in the art department utilising problem solving skills, organisation and initiative to ensure all artistic elements of the shoot looked good and were ready on time.	Jan 2019 - Present Sep - Nov 2018
Happy Hour Productions SunLife Commercial <i>Art department Assistant</i> - Assisted with a range of aspects on the set build. Acted as standby art department during the shoot.	Sep 2018
Animortal Studio E4 Sting <i>Work Experience</i> -Set building for stop-motion, set dressing, painting and general assistance.	Aug 2018
JAG Props <i>Art Department</i> -Worked on a range of tasks and with various materials, including plastazote and painting wooden props.	July 2018
JSM Model Makers <i>Work Experience</i> -Developed skills in fibreglass model making, sanding, filling and finishing each stage of the process to a high standard. Showed eagerness and ability to efficiently learn new skills in an industry environment.	April 2018
Commissioned Work <i>Miscellaneous commissioned models and selling through Etsy</i>	Nov 2016 - Present
A + C Studios <i>Internship Stop Motion Model Maker and Animator</i> -Working in a studio environment, taking on various creative roles as well as helping with office work. Projects involved using skills in prop making, painting a character animation.	Feb - June 2016

References available upon request