

Evan Goddard

Junior Composer | Roto Prep

evan@goddardhome.co.uk

Showreel and Portfolio

<https://evang7366.wixsite.com/egvfx>



PERSONAL STATEMENT

I'm constantly looking for opportunities to apply my skills and to improve myself for the future.

During my studies I have shown that I can be a team player and a group leader getting significant projects completed within deadlines, as well as demonstrating that I can work independently producing a compositing showreel for my honours project.

WORK EXPERIENCE

Top and Tail
Productions
Jun24 - Aug24

Visual Effects Artist

Worked in a team of three to composite and deliver over 250 shots over an 9 week period for Top and Tail Productions on their feature film The Silver Screen Dreams Cafe.

On this project I developed my 3D Modelling, Project Management, Cleanplating, Tracking and Keying Skills

EDUCATION

Futureworks
(University of
Lancaster)
2022 - 2025

BA Hons: Visual Effects : First Class Honours

Undertook a three year degree, working independently and in groups across a wide range of specialisms including, VFX pipelines and working in groups over across a wide range of specialisations, 3D Modeling, Compositing, Motion Graphics, Motion Capture and VFX Supervision.

The Deepings School
Sixth Form
2020 - 2022

Digital Media : BTECH D*

This course covered how media is used in the modern day focusing on advertisements and teaching the basics of Photoshop and Illustrator.

UNIVERSITY PROJECTS

RU5-T33
Sep24 - Dec24

Lead Composer & Project Lead

From September to December, I worked in a team of three to create a two shot sequence of CG robot and Environment and a composited live plate.

I also organised and managed the group by having frequent meetings, updated the other group members on what they should be working towards throughout the week and helped compromise on creative decisions. During this project I developed my Leadership, Project Management, Keying, Roto, CG Integration and Scripting Skills.

Project Grade: 94/100

The Arcane Assassin
Sep23 - May24

VFX Artist & Project Lead

From September to May I worked in a team of two to make a three-shot sequence of a magical assassin breaking into a train and executing his target.

On this project I 3D modelled a gun and composited two shots both including a custom portal asset. I also lead the Project though frequent weekly meetings, I checked in with both members of the group and set goals for the next meetings.

Project Grade: 89/100

SKILLS

CG Compositing
Clean-Up
Keying
Problem Solving
Project Management
Working Under Pressure

ONLINE

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LinkedIn

<https://www.linkedin.com/in/evan-goddard-07b180251/>



SOFTWARE

Nuke
Maya
Photoshop
3DEqualizer
Premire Pro
Illustrator