

Areeya Bass

D.O.B: 29/05/1994

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Having graduated from Hertfordshire University 2 years ago, I have acquired skills in both sculpting and model making with which I aim to pursue work as a character and prop maker. I enjoy working as part of a team as well as independently, and am determined to learn new methods, furthering my ability to work on different types of jobs within my field. I am also competent with the use of workshop machinery.

Skills: Sculpting props, figures and costumes with- Plasteline, clay, polystyrene, and plastazote
Moulding and casting with- fiberglass and silicone.
Cleaning up casts and finishing,

Work Experience:

MDM Props [Tatlin Tower, British museum, Theatre props, Pop up Night club] September 2017, 4 weeks.

- Sanding and painting large props/ art work. Laminating and cleaning up the casts.

Blink Productions (Maynards and INTU) Co Sculptor. Gordon Allen. July 2017, 3 weeks.

- making stop motion props and replacements.
- walling up the sculpt in clay and moulding it from plaster.
- Poly sculpting a large scale mince pie and adding texture.

Propability [Great Ormond Street Hospital] Tim Inskip. May 2017, 7 weeks.

- With a team we worked on a large scale poly sculpt of a Disney themed Atlantis seating area.
- Coating the poly with Jesmonite.

Berry Place [Cricket Excalibur sword] Liam Warner. May 2017, 1 week.

- Created a fiberglass boulder from a poly sculpt.

Artem. [Take That stage props] Junior Modeller. March 2017, 6 weeks.

- Pattern making, pinning and sewing giant inflatable flowers.

Blink Productions [DOLE Smoothie] Co Sculptor. Gordon Allen. January 2017, 3 weeks.

- Sculpting stop-motion props with a variety of mediums, experimenting in a team of two trying to solve problems.
- Art Department assistant on final shoot week.

Pinewood Studios. [Mistletoe Productions] Junior Prop Modeller. Craig Narramore. September 2016, 8 weeks.

- Poly carving, coating and painting large objects/animals. Spray painting and finishing/weathering.

Blink Productions [INTU] Junior Sculptor. Gordon Allen. July 2016, 4 weeks.

- Sculpting chicken legs and heads for medium scale puppets, for Intu Christmas advert 2016.

Pinewood Creative [Hunter Killer] Junior Modeller. June 2016, 1 week/ August 2016, 1 week.

- Making a replica of the interior of the submarine, finishing and weathering.
- Making a 1:1 scale submarine, fiberglassing and poly carving.

Rainbow Productions LTD. Sculptor of Heads and Prop Maker. April 2016, 11 Weeks.

- Sculpting heads for mascot costumes, building costumes/props and sewing fabrics both by hand and machine.

Three Mills Studios. [IOD Wes Anderson Stop Motion] Junior Puppet Sculptor. Andy Gent. October 2015, 6 Months.

- Sculpting a variety of puppets from very small to large scale out of plasteline. Also learning some of the steps needed to make face replacements for stop-motion animation.

Pinewood Studios. [TOOM Productions] Junior Modeller. Craig Narramore. July 2015, 11 Weeks.

- Creating props for the film. Moulding, casting and assembling as well as some finishing.

Anarchy LTD. [Nike Advert] July 2015, 1 Week.

- Working on sports equipment by masking them up to be painted to look like the art work provided for us.
- In my free time I learnt how to create panels for Bob's Bits that would light up.

Barnyard FX. [MineCon 2015 London Excel] June 2015, 3 Weeks.

- Building and painting the large scale models for MineCon with a small team.

Anarchy LTD. [Pan and Thompsons] May – June 2014, 3 Weeks.

- Working in a group to make and assemble a spitfire cockpit for the film Pan. Spray painting and Finishing.
Helped create an aeroplane set for a Thompson's commercial. Sanding, spray painting, fabric work and assembling.

Thistle Films, Twickenham Studios, [Macbeth (2015)] Junior Prop Modeller. Chris Cull. January 2014, 1 Week.

- Dirtying and ageing fabric, and making props for the opening scene. Set dressing.

Shepperton Studios, Shepperton. [Avengers 2] Weaponry Department. Toby Shears. January 2014, 2 Weeks

- Cleaning casts ready to be painted. Making test pieces and samples. Casting, cleaning up and spray painting.

Education:

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| -Model Design (Character and Creative Effects) BA (Hons), University of Hertfordshire: 2:1 | 2012-2015 |
| -New College Telford: National Diploma Design Crafts- D*, D*, D* | 2010-2012 |

Referees:

Gordon Allen

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