

After more than a decade working across multiple industries: film, TV, gaming, advertising, reverse engineering, medical and restoration, I have developed a specialized skill set in managing complex data pipelines and global team operations.

I am now seeking to leverage my background in high-end VFX and TV production within a dedicated coordination or management capacity. My background as a Training Manager has given me a solid foundation in the logistical and administrative side of professional development, from planning structured schedules to maintaining the detailed trackers and documentation required for team progression. I am a highly organized professional with a proven track record of coordinating remote teams across various time zones and maintaining rigorous quality standards under demanding deadlines. I am eager to apply this methodical approach to resource management and project oversight to ensure the smooth running of complex production workflows.

- **Empowering the team:** having developed strong knowledge-sharing skills, I find immense satisfaction in seeing the growth of team members that I've mentored.
- **Troubleshooting expertise:** after years of navigating significant shifts in technology, client requirements and practice, I'm adept at problem-solving.
- **Pipeline optimisation:** developing Python and Batch scripts, I'm always looking for ways to design and automate efficiencies into a production flow.
- **Strategic Innovation:** driven by a love for learning, I undertake courses and research emerging software to test and implement the latest techniques into our production pipeline.

Work Experience

Clear Angle Studios

3D Manager: Training

2021 - 2026

Star Citizen | Project Hail Mary | Star Wars: The Mandalorian & Grogu | Masters of the Universe | Supergirl | Narnia | Avengers: Doomsday | Call of Duty: Warzone | Silo | Rats: A Witcher Tale | Tron: Ares | F1: The Movie
Find complete list of credits at: <https://www.imdb.com/name/nm4452824/>

- Developed and delivered end-to-end training programs for global teams across diverse departments
- Managed members of the data processing team for operational delivery
- Assessed team skill and availability to appropriately delegate work and negotiate delivery schedules
- Advanced technical support & consultation, presenting technical solutions as learning opportunities
- Executed rigorous Quality Assurance protocols
- Explored alternative software, skills and techniques to ensure innovative, cutting-edge workflows
- Developed Python and Batch scripts to optimize pipelines and automate production efficiencies
- Processing obscure scan data that often requires specialist handling

Full, Clean UK Driving Licence

Skills

- Managing remote teams
- Workload analysis & assignment delegation
- Training & Development
- Technical demonstration
- Scheduling & crewing
- Proactive problem solving
- Research & Development
- Workflow optimization
- AI-enhanced solutions
- Python automation scripts
- Pipeline documentation
- File & data management
- Team support
- Supervising subcontractors
- 3D Scan data processing:
 - Photogrammetry
 - Laser arm
 - LiDAR
 - White Light

Software

- Autodesk Flow (ShotGrid)
- Adobe Creative Cloud
- ZBrush
- RealityCapture
- Davinci Resolve
- Autodesk Maya & 3DS Max
- Blender
- Marmoset Toolbag
- Geomagic Wrap
- Google Workspace
- Microsoft Office
- Notion

Clear Angle Studios	3D Artist	2017-2021
<ul style="list-style-type: none"> • Processed high-volume of scan data, particularly those with inherent capture difficulty • Translated intricate workflows into step-by-step manuals to define processes and minimize ambiguity • Responsible for data quality control, performing detailed QA inspections 		
Plowman Craven	3D Generalist	2013-2017
<ul style="list-style-type: none"> • Setup and operation of scan systems on international film sets, as well as capturing texture photography • Processed pipelines for 3D scan data, including sculpting incomplete scan data models in ZBrush • Guided new hires through the established production workflows 		
Jopia Productions	Runner	2012

Education & Training

All Spring Media

VFX Production Processes Skills Bootcamp (2026)

Screen Skills

Tackling harassment and bullying at work (2026)

University of Lincoln

Equality, Diversity and Inclusion: Understanding Bias and Allyship in EDI (2023)

Chartered Institute of Personnel and Development (CIPD)

People Management Skills (2022)

University of Hertfordshire

BA(Hons) in Digital Animation: 3D Games Art (2010 - 2013)

Warwickshire College

BTEC National Diploma in Games Art (2008 - 2010)