

Jamie Kerr

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BIOGRAPHY

I'm a second-year animation student at UWE, specializing in CG modelling with a focus on hard surface and character design. I enjoy creating detailed 3d assets and have experience collaborating on short films and game projects using Maya. I'm eager to continue honing my craft and contribute to exciting animation projects.

PROJECTS

'Cheesy Love' Jan 2025

A CG Preschool short film I worked on as part of a collaborative project. My role included Modelling the props and characters as well as texturing and editing. This experience allowed me to enhance my modelling skills whilst giving me experience working in a team.

'Bubble Trouble in Space' - GameJam2025 Jan 2025.

I worked in a small team to create a game in a weekend, handling 3d modelling for props and characters. I used Maya to efficiently model assets while ensuring low-poly optimization for game performance. This experience improved my ability to work under tight deadlines and collaborate effectively in a fast-paced environment.

'Eidolon Project' Feb -Mar 2025

A short CG film by a 3rd year student. I helped model props in Maya and texture them using Photoshop. This gave me experience in working under someone else's vision and communication with creative directors to ensure a satisfactory result.

'The Boy and the Goldfish' Feb 2025

A short CG film by a 3rd year student. I helped animate using Maya. This allowed me to gain experience in animating, making me think about how a model will animate.

SKILLS

- Teamwork
- Organisation
- Communication
- Hard working

SOFTWARE AND TOOLS

- Autodesk Maya
- Adobe Photoshop
- Substance Painter

EDUCATION

University of the West of England, Bristol — BA (Hons)
Animation

2023-2026

INTERESTS

- Video games
- Sci-Fi and Horror Movies
- Hikes
- Guitar