



About me

I am skilled in both 2D and 3D animation, with a focus on 3D rigging, topology, texturing, and 3D modelling. I have studied art since secondary school and continued to do so during my foundation year at UUB, so I possess skills in traditional sketching and other fine arts.

I have experience working effectively in a team environment, as well as Experience working on tasks independently. I am keen to Develop my current skillset as a 3D/2D Generalist.

Ellen Harbinson

2D/3D Generalist based in Belfast, NI.

Full-time student studying Animation at Ulster university.

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Experience

B&Q | Designer / Showroom Advisor | Full-Time Job | 3 years 8 months

I completed kitchen design training through KLC school of design and worked with a CAD software.

Ulster Museum | Assistant | February 2017 | Work Experience.

Springhill Primary School | Assistant | October 2014 | Work Experience

Education

Ulster university Belfast

-2022-Present | Currently studying full time Animation (Full-time Undergraduate)

- 2021-2022 | Completed Foundation year in art and design (Full-Time Undergraduate)

Belfast model school for girls

-2018 - **A-Level:** Art & Design - B | Double Award Science - CD

-2016 - **7 GCSEs:** A* - C

Recognition

-Received a Gold CREST award.

-GCSE artwork was displayed in an exhibition held at ulster university for being a high achiever.

-Senior prefect in secondary school for being an honours pupil in Art.

Skills

- Rigging
- 3D topology
- 3D Texturing
- 3D modelling
- Animating
- Video Production
- Storytelling/Storyboarding
- Communication
- Teamwork Skills
- Independent

Software

- ZBrush
- Blender
- Adobe Substance 3D Painter
- Adobe After Effects
- Adobe photoshop
- Unreal Engine
- Toon boom
- Krita
- GitHub