

# CARRIE ANDERSON

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## **ANIMATION SOFTWARE KNOWLEDGE**

*Understanding of animation tools for creatures, characters, and props using complex animation techniques*

- Autodesk Maya
- Blender
- Unreal Engine

## **WORK EXPERIENCE**

### **Barista (October 2025 -February 2026)**

#### ***Starbucks***

- Multitasked in a busy environment, able to balance a variety of demanding tasks with tracked time targets.
- Able to work in a team and ensure communication is promotes instead of hindering work, especially in times of pressure and stress.
- Proactive in knowing the customer needs and acting to ensure the highest level of customer satisfaction.

### **BFX VOLUNTEER TEAM LEAD (2024)**

#### ***Bournemouth FX Festival***

- Led a team of 20 volunteers, organising schedules and managing team conflicts.
- Assisted a week-long FX festival across three venues, enhancing event flow and guest experience.
- Updated schedules and managed speaker check-ins, ensuring seamless event operations.

### **ANIMATION SOCIETY PRESIDENT (2023-2024)**

#### ***Student Union Bournemouth University***

- Elected President of a society that enhanced student satisfaction through tailored social and academic events in partnership with the NCCA.
- Acting as the face of the society with the ability to make all feel welcome, whilst maintaining an income to ensure the society's continued success.

## **PROJECT EXPERIENCE**

### **Rodeo Moon (2025)**

- **Director** – Led a team of four students over a nine-month period to follow a creative vision for a space western.
- **Animator** – Keyframe animated in MAYA utilising a USD pipeline to Houdini in realistic creature and character animation.
  - ***Siggraph Fast Forward Film Festival Official Selection (2025)***
  - ***CG101 Honourable Mention (2025)***
  - ***Scottish Youth Film Festival Official Selection (2025)***

### **Rock Pools (2024)**

- **Director and Producer** - Led a team of five students over a three-month period. Organised schedules and workloads for all members, to deliver our film with time to spare.
- **Concept Artist** - Responsible for all preproduction including characters, assets, environments, colour script, and storyboard.
- **Animator** - Keyframed stylised animation in MAYA and setup scenes in Unreal Engine with sequencer.
  - ***Unreal Engine Student Showcase Official Selection (2024)***
  - ***Siggraph Fast Forward Film Festival Official Selection (2024)***

## **EDUCATION**

### **Bournemouth University (2022-2025)**

*BA Computer Animation Art and Design – 1<sup>st</sup> (Hons)*

**University of Dundee (2018 -2022)**

*BSc Geography - 2:1 (Hons)*