

Zach Luck

I am a Bristol-based animator with experience in video editing, 3D modelling, rigging, writing, design, animation, and coding. I recently graduated with a BA (Hons) in Animation from Falmouth University and am looking to build up a wealth of experience in various roles in the production pipeline.

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EXPERIENCE

Falmouth University, Penryn UK — Animation Student

September 2021 - July 2024

Experienced working on group projects, working in small teams and taking on multiple roles.

I have worked in every part of the production pipeline and understand how each role functions.

Wrote, designed, and pitched a short film concept to my peers and lecturers in my course.

Able to critically analyse film/animated media; can identify strengths and flaws in writing, design, animation, cinematography, and editing.

I found a passion for video editing, 3D modelling, and rigging, which I will pursue in my career.

Freelance, Remote — Video Editor

August 2024

I worked on editing long-form media into a shorter, more digestible video.

I have successfully highlighted and emphasised comedic moments.

Worked with and reduced large file size whilst maintaining video quality.

PROJECTS

Trash Trapped — Commissioned Short Film by RJ Working

September 2022 - January 2023

I was involved in the idea-generating process, creating various concepts to work from.

I met with the client and discussed their needs for the short film.

I refined the script to make it ready for storyboarding.

I worked on the sea monster character design during pre-production.

I worked on editing during production; I composited scenes, recorded Foley and voice lines, and added VFX.

Astro Animals — 2nd Year Student Film

January 2023 - May 2023

I worked in Blender, modelling high-poly meshes and applying textures to mountain ranges.

I animated using 3D character rigs to create fast-paced scenes.

STRENGTHS

Communication - Able to work well with other people and easy to get along with.

Critical Thinking - Great ability to critically analyse, solve, and quickly identify issues.

Creative Mindset - I have a great capacity to come up with creative ideas concerning writing and design.

SKILLS

Maya | Blender | Substance Painter | After Effects | Premiere Pro | Photoshop | Python | C++

EDUCATION

Falmouth University, Penryn UK — BA (Hons) Animation

September 2021 - July 2024

Bristol Cathedral Choir School, Bristol UK — A Level Graphic Design

September 2019 - June 2021

Bristol Cathedral Choir School, Bristol UK — A Level Mathematics

September 2019 - June 2021

Bristol Cathedral Choir School, Bristol UK — A Level Physics

September 2019 - June 2021

Aquamarine — *3rd Year Student Film*

October 2023 - May 2024

I worked in Maya to model plants and ornaments for the fish tank environment.

Took the environment models into Substance Painter to texture them.

I animated 3D cartoon-style action sequences.