

## **CIRRUCULUM VITAE- Cara Hunter**

04/04/1997. 0484189155. [carahunter97@gmail.com](mailto:carahunter97@gmail.com). Sydney based.

**Portfolio:** [https://www.instagram.com/c\\_hunter\\_art/](https://www.instagram.com/c_hunter_art/)

## **EDUCATION:**

**2015- 2019, Dun Laoghaire Institute of Art, Design and Technology**

- BA Hons degree in “3D Design, Model Making and Digital Art”

- Advanced sculpting, 3D modelling, texturing and painting, world building, 3D digital studies, advanced digital modelling, 4D digital studies, spatial design, character design, model animation, model making for Film, spectacle arts, 2D/3D studies, technical modelling, architectural modelling, prototype modelling, digital studies 2D.

## **Double Negative (DNEG) VFX Course, The Lir Academy.**

- The course was led by Jahirul Amin. It was an informative and hands on experience where I was guided through 3 modules of Pre-Production, Production and Post-Production.

## **EXPERIENCE:**

- **MODELCRAFT:** Current job. Working with some Sydney model makers, using Rhino 3d, Corel, 3d printing, laser cutting and physical building.
- **ART DEPARTMENT ASSISTANT:** ‘Q52’ short film. I worked with the production designer on the film to help design and build the set and any props. Once that job was done I took it upon myself to help out the director with jobs that he needed done. I helped out the production assistant with daily tasks as well .
- **COBE ARCHITECTS:** 2.5 years. Designing and building architectural models. Drawing and working with Rhino 3d models I worked with the architects to come up with a design. Building included lots of 3d modelling on Rhino, laser cutting, hand building and 3d printing.
- **FREELANCE DESIGNER & PROP MAKER :** Part-time designer for the Rainforest Adventure Golf in Ireland. I was redesigning the course digitally using Zbrush as it needed updating and was being converted into a crazy golf course. I designed new holes and background props. These digital designs were sent to a fabricator to be produced.
- **ARTFX LIMITED:** I have worked with Ger Clancy, the director of ‘ArtFx Limited’ on various jobs such as art and design workshops for children.
- **CINESITE 2018:** I did a short internship in Cinesite, London. I spent time in animation, texturing, tracking, FX, lighting, comp and production, working with the

artists to make a short sequence.

- **THE LATE LATE TOY SHOW, 2016:** I was part of a team to make large scale puppets and parts of the scenery for the set of The Late Late Toy Show.
- **ROCKETRY TEACHER+ CAMP COUNSELLOR 2016:** I lived in a bunk with, and took care of 11 children at sleep away camp in New York. I had to take care of the girls and help with all of their needs. I also taught Rocketry classes during the day to the campers of ages 6-15, boys and girls. We had huge responsibilities and had to be very out going and energetic 24/7.
- **BROWN BAG FILMS, 2013:** I was shown around the studios and worked on the current projects of the studio at the time, in illustration, animation, matching audio to video and in production.

## **COMPUTER SKILLS:**

Rhino3d, Zbrush, 3ds Max, Substance Painter, Photoshop, After Effects, Unity, Maya, Autocad, Illustrator, Lightroom, Corel, 3d printing programmes

Basic knowledge of Houdini, Mari, 3d Equaliser, Nuke, Vray

## **MODEL MAKING SKILLS**

Sculpting, Moulding & Casting, Prop Making, 2D/3D Studies, Technical Modelling, Architectural Modelling, Prototype Modelling, Model Animation, Modelmaking for Film, Spectacle Arts, Character Design, Laser and knife cutting.

## **REFERENCE:**

Lauren Catterson, Workshop Manager Cobe Architects. [Laca@cobe.dk](mailto:Laca@cobe.dk)