

Strengths & Capabilities

- **Primary Skills** - Rigging, Animation, MEL, Python, VFX
- **Secondary Skills** -Qt, Compositing, Proceduralism, Batch Rendering(Deadline AWS)
- **High-Level Software Knowledge** - Maya, Mgear, Niagra, Nuke, Houdini, Zbrush, Substance Painter and Designer, Unreal Engine, Photoshop, After Effects, Premiere.
- **Mid/Low-Level Software Knowledge**: Unity, Mari, Cinema 4D

Professional Experience

Futureworks

August 2021 - Present 3D

Modelling/Game engine design lecturer

- Teaching Maya modelling, Texturing, UV Mapping
- Teaching Unreal Engine Materials and Environment creation
- Helping third years on there 3D specialities such as VFX, Groom, Shaders etc
- Helping Futureworks become eligible for Epic games Certification

Conductr (Client: alton Towers)

May 2023 – Oct 2023

Facial rigging and Animation

- Creating the facial rig and Animation to be used for a recent ride opening at Alton towers

RealTimeUK

January 2020 to January 2021

3D In-Game VFX Artist

- Creating VFX for the PS5 game “**Destruction AllStars**”
- Using particle systems such as cascade and Niagara (Ue4)
- Creating complex shader networks for Material effects

3D Facial Animator and Blendshapes

Dec 2018 to Dec 2019

Cubic Motion (Now Epic Games)

- Animate Hyper realistic facial and body animations
- Help with the early development of Metahuman Face controls
- Clean up Motion capture data and animate realistic faces with speech ● Shipped titles
 - **Anthem** ○ **Call of Duty Black ops 4** ○ **The Dark Pictures Anthology: Little Hope** ○ **Star Citizen** ○ **Spiderman**

Kilogramme Animation

August 2018 to Nov 2018

Modelling/Texturing/Character Sculpting/Animation/Rigging

- Overseeing the creation of a 3D Advertisement for the Association of Chartered Certified Accountants. (ACCA)
- Sculpting/Retopo/Rigging/Animation of multiple stylized characters

Motion Graphics Designer / Animator

April 2012 to September 2015

Calico Creative Burnley (Partner of the BBC Outreach)

- Creating high quality motion graphics
- Collaborating with clients and companies such as the BBC, BBC outreach and the Princes Trust

Greg Foster

Manchester, UK | [Linkedin](#) | [artstation](#)

Character TD / technical 3D artist

The Mill

Feb 2018 to March 2018

Runner

- help ensuring the smooth running of the studio
- Helping and supporting the artists
- Making a good cup of tea :)

Freelance Experience

Lucid Group

October 2024 to Feb 2025

Full Character Animation production that consists of two biped characters and one "bacteria" character

NHS

2D animation character animation and Motion graphics

2022 to 2023

Framestore

Helped make proxy models for the VFX team

april 2018 to may 2018

My youtube channel

I make 3D stylized Animations for numerous different streamers and online personalities and have millions of views across many of my animations

Education

University of Salford

First Class BA Honours Degree (1:1) Animation

2017