

# Seth Arnould

Layout and Previs Artist

Seth.Arnould@gmail.com

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<http://artistsethie.com/>

Sydney, NSW, Australia  
(willing to relocate)

## Education

### Master's Degree in Animation and Visualisation

From University of Technology Sydney

Ongoing – 2024

*More Info in Experiences*

### Bachelor's Degree in Digital Media

from University of Canberra

Graduated 2022

GPA: 5.54

## Software

- Autodesk Maya
- Blender
- Unreal Engine
- Premiere Pro
- Davinci Resolve
- After Effects

## Interests & Hobbies

- Drawing & Painting
- Cycling
- Reading

## Referee

### Aliyah Pandolfi

Supervisor and Project Manager at Kashmir World Foundation

[aliyah@kashmirworldfoundation.org](mailto:aliyah@kashmirworldfoundation.org)

### Dr Sam Hinton

Discipline head of Digital Media and Teacher

[sam.hinton@canberra.edu.au](mailto:sam.hinton@canberra.edu.au)

## Summary

I constantly challenge myself by learning new software and skills, and I am committed to producing exceptional storytelling and camerawork. Through both formal education and self-learning, I have developed skills in Animation, Previs and Layout and have a knowledge of Unreal Engine, Maya, Blender, and video editing software. I am an organised and creative individual, capable of showcasing a story's vision through Previs and camera work.

## Experiences

### (Educational Experiences) Student Previs & Layout Artist at UTS

Animal Logic Academy

February 2024 – December 2024

*I completed a master's degree in a studio-like environment, focusing solely on my specialities in previs and layout, where we produced one VFX and one animated short film.*

- The project involved creating a previsualisation in Maya for the animated short film Fool's Gold. Using storyboards and reference clips, we developed the previs. Afterwards, I worked on the camera layout and final layout for the film. Through this process, I successfully learnt how to bring a story into 3D and applied camera techniques to engage the viewer in the film.
- The course also included a VFX short film where I worked on camera tracking and LiDAR matching using the motion tracking tool in Blender. I successfully learnt the basics of camera tracking in Blender and gained foundational knowledge of layout in the VFX field.

### Video Production and Graphic Designer at Xaana.AI

May 2023 – June 2023

*A Freelance/Casual role offered on a project-by-project basis.*

Project that I worked on: Video / Audio Editing, Videography and Motion Graphics

- Project involved audio fixing and editing. I successfully improved broken-up audio and remove background noise.
- Additionally, I filmed a short video for the company, managing equipment setup, lighting, camera, and sound. I delivered high-quality video and audio recordings.

### Freelancer Creative Content

August 28th, 2023

*Project-by-project collaborations, I collaborate with various companies and individuals to develop Creative Projects in my skillset tailored to their needs.*

- With Space Faring Civilisation Film, I effectively contributed as a camera operator within a team, utilizing the Panasonic GH4 video camera to capture event footage for streaming and video purposes. I was also responsible for equipment setup and breakdown.