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# MAYA WESTBURY

3D ARTIST, FABRICATOR & ANIMATOR

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www.mayazra.com



maywestbury@gmail.com

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## EDUCATION

GRIFFITH UNIVERSITY, 2018-2020

**B. Animation**, *Technical Direction Major*

Graduated with Distinction

GRIFFITH UNIVERSITY, 2017-2018

**B. Design**, *Graphic Design Major*

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## TECHNICAL SKILLS

2D and 3D Animation

3D Modelling, Texturing & Rigging

Stop Motion Fabrication (Puppets & Props)

Character Design, Illustration, Graphic Design

Painting, Sculpture, Sewing, Woodwork

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## SOFTWARE SKILLS

Autodesk Maya, Substance Painter, Z Brush,  
Blender, TV Paint, Toon Boom Harmony, Adobe  
Suite (After Effects, Illustrator, Photoshop,  
Premiere Pro, In Design)

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## PERSONAL SKILLS

Attention to Detail, Problem Solving, Resilience,  
Determination, Creativity, Flexibility, Teamwork,  
Communication, Passion and Drive.

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## AWARDS

Academic Achievement Award, 2017, 2019, 2020

International Animation Challenge Winner, 2019

Griffith Futures Scholarship Recipient, 2020

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References available upon request

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## PROJECTS

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### “THE WORLD WE MADE”

3D VR SHORT FILM | 2020

*Art & Animation Director*

Co-directed and managed a team of 8 for a 6-minute 3D animated VR film. Did concept art and storyboarding as well as collaborating with other artists to make designs for modelers.

Directed 2 animators to bring the models to life and was the sole animator for major characters in the film. Designed the film’s poster, trailer and other promotional material.

### “GUARDIANS”

2D ANIMATED/LIVE-ACTION SHORT FILM | 2020

*Animator, Colorist, Character Artist*

Assisted with character design as well as solidifying all character and background colours under director supervision. Animated several scenes through part or whole of the pipeline.

Designed and edited poster for both the live-action and animation sides of the production.

### “BONEMEAL”

STOP MOTION SHORT FILM | 2020

*Fabricator, Editor*

Painted, textured and built many of the films props and sets as well as two small puppets.

Done with limited materials and without in person contact due to the Covid-19 epidemic.

### “MONOPOLY: THE GODFATHER”

3D ANIMATED ADVERTISEMENT | 2020

*Modeler, Texture Artist, Animator, Character Artist, Story boarder, Writer*

Collaborated with a team to write and produce a 15s animated advertisement. Designed characters and storyboarded, as well as textured all characters and animated one scene.

### “DIVERSITY”

INTERNATIONAL ANIMATION CHALLENGE (WINNER) | 2019

*Animator, Editor, Writer, Sound Designer*

Worked in a team of 5 international students to produce a 40s animated short in 8 days within a strict brief. Collaboratively storyboarded, wrote and animated the short as well as

taking on the role of sole editor and sound designer. Judged by a panel of Industry

Professionals and awarded winners as the best short out of 5 teams.

### “BUTTERFLY DREAMING”

VISION SPLENDID OUTBACK FILM FESTIVAL | 2019

*Animator, Editor*

Worked in a team of 14 students to produce a 3-minute stop motion short film in 5 days for the Vision Splendid Film Festival. Collaboratively storyboarded, planned, animated,

edited and recorded audio. Was made collaboratively with the local Koa Elders.

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## OTHER WORK

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VECTOR ILLUSTRATION (GRAPHICS ET. AL) | 2019 – PRESENT

Works with an art and science director to create custom vector illustrations.

FREELANCE ILLUSTRATOR (VARIOUS CLIENTS) | 2015 – PRESENT

Works on character designs and character illustration for private clients.

ENTREPRENEURIAL COURSE (GRIFFITH UNIVERSITY) | 2019

Chosen to participate as a top student. Collaborated in teams to design and pitch a solution for a real-world customer, Cycling Australia.

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