

COLIN REDDIN

ANIMATOR • RIGGING ARTIST

CONTACT

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ACHIEVEMENTS

- RTS Best Animation Award 2025
- 'Pebble Award' for Best Graduate film 2024.
- Short film Official selection in Animation Dingle 2024 and 2025
- ETBI Media and Communications Bursary Award 2024.
- Best Animation - Colaiste Dhulaigh 2023.

SOFTWARE EXPERIENCE

- Toonboom Harmony
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- 3DS Max
- Autodesk Maya
- Microsoft Office

PERSONAL PROFILE

I am a graduate of University of Wolverhampton, with experience in 2D Animation and Rigging at a professional level. I have extensive knowledge of industry standard software and seek a challenging role where my enthusiasm and skill set would add significant value.

EDUCATIONAL HISTORY

BA Hons Animation

University of Wolverhampton | 2023-2024

HND Animation

Colaiste Dhulaigh | 2020-2023

QQI Level 5 Art Practices

Colaiste Dhulaigh | 2019-2020

WORK EXPERIENCE

Jr Rigging Artist

Elk Studios | Jan 2025 - Present

Following the internship I was kept on as a "Junior rigging artist". Here the focus was on providing high quality rigs ranging from props to complex character re-dresses. I also worked very closely with the animation and design teams, ensuring the rigs were performance- ready for numerous episodes of Elk's upcoming series.

Animation | Rigging Intern

Elk Studios | Nov 2024 - Jan 2025

As part of the Cultural and Creative industries Skillnet Traineeship, I was one of the few graduates selected to gain hands-on experience in an animation studio. To that end I joined Elk Studios during pre-production of an animated series for BBC. Here I created rigs of early character designs along with providing animation tests. Gaining invaluable insights into the animation pipeline and industry standard techniques.

Animation Director | Rigging Artist

RTÉ | Nov 2023 - Jan 2024

As part of a collaborative project in University of Wolverhampton, we had to provide animated visuals for RTÉ. I was chosen to be "Director" by an RTÉ representative and played a pivotal role in shaping animated content to complement audio provided. I also served as rigging artist, animated a number of scenes and composited the final cut. The project was a resounding success and will be shown on RTÉ Player alongside the next season of "StoryTime Takeover"