

# ISABELLE PELLING

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## SOFTWARE

- Photoshop
- Maya
- Lightroom
- Final Cut Pro
- Blender
- Substance Painter
- Git and GitLab
- Google suite

## LANGUAGES

- Python (PyQt)
- Bash
- SQL

## AREAS OF INTEREST

- User testing and UX
- Render optimisation and management
- Tools RnD
- Look Dev
- Video editing trailers and showreels
- Illustration (Digital and Traditional)

## PROFILE

A creative problem solver with a background in fine art looking to find creative solutions to the artist's workflow in both Games and VFX. Good at communicating between technical personnel and artists.

## EXPERIENCE

### Lead Pipeline TD, Electric Theatre Collective — May 2022 - now

Managing the pipeline team to write a completely custom internal pipeline, ranging from DB and server upgrades to front end usability testing. Making long term decisions on team goals and hosting code reviews. Developing new features touching every part of the tech stack.

### Pipeline TD, Electric Theatre Collective — Jan 2022 - May 2022

### ATD, Electric Theatre Collective — Aug 2020 - Jan 2022

### ATD apprentice, Electric Theatre Collective — Feb 2019 - Aug 2020

Whilst on an 18 month apprenticeship scheme I worked as part of the pipeline team creating tools for the studio, handling support tickets and monitoring the render farm. I mainly worked with the user-facing parts of the pipeline that the artists directly interact with (eg. documentation, tool UIs, statistics and analytics).

### Concept Artist, Freelance — 2018

Various client work for games and for personal illustrations.

### Audio Visual Technician, Amphora Solutions — 2018 (6 months)

Working with a small team to build a broadcast set for life coaching webinars and instructional videos I advised on software/hardware purchases, set up, and trouble shooting tech. In addition to designing, sourcing and building the custom set, my role included compiling and editing footage and creating motion graphics for intros, logos and transitions.

### Work Experience, Sony London Studio — 2015

I spent 2 days working with the VR team and watching how they create audio and visuals for their new RnD projects.

### Work Experience, Media Molecule — 2014

I spent a week with the team at Mm working mainly with their Audio team creating and implementing sounds in Tearaway Unfolded, and learning about working in games.

## EDUCATION

2020 — Westminster Kingsway College — ATD apprenticeship (Distinction)

2019 — CG Spectrum — Foundation in VFX for games and film Diploma

2017 — A2 level — Fine Art: A\* , Physics: A , Music Technology: A

2016 — A1 level — Maths: A