

Chereen Francis-Roberts

3D Modeller

PROFESSIONAL SUMMARY

A skilled and experienced 3D modeller with 6 years of experience in animation across multiple modelling disciplines. Has managerial experience as a lead artist.

A highly motivated and adaptable modeller with a deep understanding of the asset pipeline, excellent communication ability, meticulous organisation, and time management skills.

EDUCATION

Bournemouth University | 2015-2018

BA Computer Animation Arts: First Class Honours

Central Saint Martins | 2014-2015

Level 4 Foundation Diploma in Art & Design: Distinction

SOFTWARE

Zbrush
Maya
Blender
Adobe Photoshop
Substance Painter
Redshift
Marvelous Designer
V-Ray

CONTACT

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EXPERIENCE

Blue Zoo Animation, 2018 - Present

Intern and Junior Set artist

Client: BBC Productions | Aug 2018 - Nov 2019

Go Jettters, Season 3 | Modelled and textured character variations for the main cast, props, vehicles, plant life, buildings, terrain and complete set environments.

Junior Prop/ Set Artist

Client: Studio Canal | Nov 2019 - Apr 2020

The Adventures of Paddington Bear, Season 1 | Modelled and textured props, vehicles and costumes, and set dressed various environments.

Character Artist & Lead Props Artist

Client: Netflix | Apr 2020 - Aug 2021

Big Tree City | Modelled and textured primary and secondary cast. Worked closely with rigging to create the characters' highly stylised expressions and phoneme blendshapes. Transitioned to a lead role, supported my team and worked collaboratively with department leads and directors.

Senior Modeller

Client: Magic Light Pictures | Nov 2021 - June 2022

The Smeds and the Smoos | Modelled high-detail props, vehicles, plant life and environments. Set-dressed organic environments.

Senior Character Artist

Client: Nickelodeon | June 2022 - October 2023

Hex Vet | Modelled and textured characters. Worked closely with Look Dev to create a highly stylised 3D/2D hybrid aesthetic.

Senior Modeller

Client: BBC Productions | October 2023- November 2024

Mojo Swoptops | Responsible for modelling vehicles, characters and hero assets.

Senior Environment Artist

March 2025- Present

Unannounced Project | Responsible for modelling set environments and providing additional support to the character and props team based on production needs.