



Ellen Mowat

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RELEVANT WORK EXPERIENCE

Halon Entertainment LLC | Composer | Santa Monica, CA. January 2023 - August 2023

- Blended and composited marketing assets using Photoshop and After Effects.
- Generated final renders for approval while maintaining aesthetic continuity across all deliverables.
- Animated characters and blocked environment layouts for Unreal Engine implementation.

The Third Floor, inc. | Visualization Artist | Los Angeles, CA. June 2022 - January 2023

- Animated, lit, and composited previs and postvis shots based on storyboards and scripts under the direction of a supervisor.
- Created multiple iterations of an animation according to feedback from a supervisor to achieve the best possible character performance.
- Postvis responsibilities included motion tracking, roto, keying, and compositing.

FXitinPost | Animator | Remote Freelance January 2021 - September 2021

- Retargeted, cleaned, and animated motion capture data for an Unreal Engine previs project.

EDUCATION

Chapman University | Dodge College of Film and Media Arts | Orange, CA. September 2018 - May 2022

- Bachelor of Fine Arts in Animation, Minor in Game Design.
- Recipient of Provost's Scholarship (Merit), and Sodaro-Pankey Scholarship (Talent).

Pankey Mentorship February 2022 - May 2022

- Mentored by Disney director/ animator John Musker on my senior thesis film.

Summer 2019 EPIC: INTENSIVE! | Vancouver, Canada August 2019

- Eight-day masterclass presented by The Animation Collaborative, AnimSchool, and Animation Mentor.
- Participated in live demos and lectures instructed by industry professionals.

STUDENT FILMS

"The Rainbow Dung Beetle" | Senior Thesis Film January 2021 - May 2022

- Co-directed and animated a 6-minute 2D animated senior thesis film at Chapman University.
- Winner of Best Student Animated Short at Palm Springs International ShortFest 2023, and official selection for 4 other festivals including Outfest and Leeds International Film Festival.
- Responsible for all rough animation; co-responsible for story, storyboards, cleanup/color, and compositing.

SKILLS

- Blocking and animating complex and compelling human, creature, and vehicle action sequences in Maya.
- Using cinematography principles and realistic camera animation to maximize the appeal of a composition.
- Boarding and animating sequences (traditional and rigged) in ToonBoom Harmony and StoryboardPro.
- Motion designing and compositing using Adobe Photoshop, After Effects, and Premiere.
- Modeling, texturing, surfacing, and rigging 3D assets and effects for previs and postvis.
- Motion tracking footage using PFTrack and exporting the 3D camera data into a Maya scene.
- Rotoscoping, keying, and compositing footage and backgrounds in After Effects.
- Producing/managing a project using ShotGrid/Shotgun.