

# Anna Meland

## 3D Animator

A recently graduated Brisbane-based animator specialising in 3D Character Animation. I completed my degree in Animation at QUT, where I was heavily involved in the production of two animated short films in 2023, gaining hands-on experience in various aspects of the animation pipeline. I am a highly creative and detail-oriented individual who is passionate about animation. I am always eager to refine my skills and embrace new learning opportunities.

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## PROJECTS

### Next to Me — 2023

Student-Led Short Animation Film

Contributed as **Assistant 1 Character Animator** on a collaborative animated short that tells the story of a young girl and her dog's imaginative adventure. Also worked as **Assistant Environment Modeller** and **Assistant Texture Artist**, handling asset modeling, sculpting, UV unwrapping, and texture design. Played a crucial role in animation clean-up to enhance overall quality. The film has been nominated for and won **multiple awards**.

### Whispers of The Oasis — 2023

Student Led Short Animation Film

Worked as **Lead Animator** on a collaborative animated short about an orphan girl's life-changing adventure, featured at **Siggraph Asia 2023**. Created high-quality animations for various character rigs and performed clean-up on over one-third of the film. Also served as **Assistant Character Modeller**, creating and prepping two humanoid character models for texturing and rigging.

### 29th International Symposium of Electronic Art (ISEA) — 2024

Student Led Multidisciplinary Project

Collaborated with a multidisciplinary team to create digital

## EDUCATION

### Queensland University of Technology (QUT)

*Bachelor of Fine Arts (Animation)*

March 2021 - August 2024

Graduated with Distinction

### The Gap State High School

*Senior Secondary Certificate of Education*

February 2016 - November 2020

## TECHNICAL SKILLS

Autodesk Maya ●●●●●●

Autodesk Mudbox ●●●●●●

Unreal Engine ●●●●○

Adobe Substance 3D Painter

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Adobe After Effects ●●●●○

Photoshop ●●●●○

Davinci Resolve ●●●●○

artworks exploring the Aboriginal concept of time, "EveryWhen." I executed the full animation pipeline for a promotional character sequence included in the official ISEA 2024 branding showreel, which will be showcased at the Ars Electronica Expanded Animation Festival in Austria, September 2024.

## WORK EXPERIENCE

### **Pastry Chef – Cakes by Judy C**

**2024 - PRESENT**

Specialized in cake decorating, sugar work, and general bakery preparation. Ensured a clean and organized work area while collaborating with the team to meet production goals. Maintained high standards of presentation and quality for all baked goods.

### **Crew Member – McDonalds**

**2018 - 2020**

Provided exceptional customer service by taking orders, handling transactions, and assisting with inquiries. Collaborated with team members to maintain efficient operations and meet customer needs during high-volume periods.

## CERTIFICATES

### **Dean's Commendation for Academic Excellence (2022)**

*Awarded to full time QUT students who, in a given semester have achieved a grade point average (GPA) of 6.5 or above.*

### **Dean's Commendation for Academic Excellence (2023)**

“...”

### **Certificate of Distinction for Industrial Graphics Design (2018–2020)**

*Awarded to the student who received the highest results within the unit.*

### **Certificate of Distinction for Engineering (2020)**

*Awarded to the three students who received the highest results within the unit.*

### **Certificate of Distinction for Geography (2020)**

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