



Priya Choudhury

Animator // Motion Designer // Filmmaker // 3D Artist

ABOUT ME

Hi! I'm Priya, a UK-based animator and motion designer. I am an explorer of the many facets of animation ranging from 2D to 3D and thrive on learning new techniques to experiment within the medium. I enjoy visualising obscure ideas through the abstraction of movement, shapes and colour.

I am looking to expand my animation experience through full-time work in content development.

TECHNICAL KNOWLEDGE

BLENDER	AFTER EFFECTS	PROCREATE
CINEMA4D	PHOTOSHOP	PREMIERE PRO
ILLUSTRATOR	AUDITION	TV PAINT

EXPERIENCE

Blow Creative: Junior Motion Designer

5th DECEMBER 2023 - PRESENT

- Crafting motion design and editing video content for renowned FMCG brands, including L'Oreal Paris, Garnier and NARS
- Thriving in a high-pressure environment with a keen eye for design

Apple: Specialist

16th AUGUST 2021 - 18th MAY 2024

- Working collaboratively to deliver a great customer experience
- Generating excitement around Apple software
- Providing personal interactions to teach others about animation

Epoch: Internship

2nd AUGUST 2023 - 20th OCTOBER 2023

- Creating Motion Graphics for FMCG Marketing
- Improving my After Effects knowledge and developing my Cinema4D skills

INTERESTS

Previously a member of a Sign Language Choir, taking part in many public performances.

I have volunteered my time at Oakgrove Primary School, aiding in set reading tasks and occasional teacher assisting.

I enjoy running in the mornings, reading in the afternoons and am a lover of music festivals.

EDUCATION

University for the Creative Arts,
Animation (BA)

SEPT 2018 - JUL 2022

Completed a Foundation Year along with the full three year course. Graduated having produced two collaborative films and two independent films.

SKILLS

TEAMWORK	CRITICAL THINKING
TIME MANAGEMENT	CREATIVE
FOCUSED LEARNING	ADAPTABLE
PROBLEM SOLVING	ORGANISED
ATTENTION TO DETAIL	RESILIENCE

FILMOGRAPHY

The Mother of All Fears 2022

DIRECTOR, ANIMATOR, MODELLER, SOUND EDITOR, EDITOR

Integrating both 3D and 2D, this graduation film is an introspective abstraction depicting fear and success.

Depletion 2021

DIRECTOR, ANIMATOR, MODELLER, SOUND EDITOR, EDITOR

Animated in Blender, an experimental short about the relationship between technology and nature.

The Warmth Behind The Eyes 2021

DIRECTOR, ANIMATOR, MODELLER, EDITOR

A synesthetic journey following an originally composed soundtrack.

ACHIEVEMENTS

Finalist in 4th Dimension Independent Film Festival, 2021.

Semi-Finalist in Flixze Film Festival, 2021.

Film screenings include Kurdistan International Independent Film Festival and First-Time Filmmaker Sessions.

Award Winner at 4theatre selection. 2023.

CONTACT ME

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