

Isabelle Sharp

3D Animator specialising in character performance and gameplay animation for games. Experienced in delivering high-quality animations from blocking through to engine implementation, primarily using Autodesk Maya and Unreal Engine.

Website & Demo Reel : <https://www.sharpmotion.co.uk/>

WORK EXPERIENCE:

DogBox Games, Middlesbrough, UK — 3D Animator

01/2024 - Present

- Managing the full animation pipeline from initial blocking through to final polish & engine-ready export.
- Adapting animation style and workflow to fit both the technical constraints and visual goals of the project.
- Troubleshooting rigging, export, or engine integration issues independently or alongside tech artists..

DINK, Middlesbrough, UK— Technical Animation Intern

01/2026 - 03/2026

- Created and implemented character animations for in-game use, ensuring smooth integration within Unreal/Unity pipelines.
- Collaborated closely with programmers and designers to troubleshoot animation and gameplay issues
- Set up animation blueprints/state machines to ensure responsive and fluid character movement.

Stockton Riverside College, Middlesbrough, UK — Industry Guest Lecturer

10/2025

- Presented technical workflows on Procedural Animation and Motion Capture implementation within game engines.
- Mentored students on integrating advanced animation techniques into their active development projects.

EDUCATION:

BA (Hons)3D Animation: First Class Honours

Teesside University, Middlesbrough, UK

09/2022 - 07/2025

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SKILLS:

Software:

Autodesk MAYA, Motionbuilder, Unreal (UE4/5), Adobe CC

Technical:

Keyframe Animation, Rigging, State Machines/ Blueprints

KEY PROJECTS:

Teesside University Animation Exchange Project

Hong Kong Baptist University, Kowloon, Hong Kong

06/2024 - 07/2024

- Collaborated internationally to develop a small game project
- Created animations and worked within a shared production pipeline

The Journeyman Project: Junior Lead

Teesside University, Middlesbrough, UK

08/2023

- Led a small team, managing task distribution and workflow
- Supported team members to maintain deadlines and production quality

VOLUNTEERING:

Double Eleven Live Q&A Panel

Middlesbrough, UK 05/2025

- Participated in a live industry panel discussing animation career paths & career experience.