

LOUISE COOMBER

VIRTUAL ART DIRECTOR

✉ loucoomberdesign@gmail.com
☎ (+44)07581 415 648
🏠 London, UK

🌐 www.linkedin.com/in/loucoomber
📷 www.instagram.com/loucoomberdesign
🌐 loucoomberdesign.com (password: 2802)

A highly creative virtual art director dedicated to elevating productions through innovative virtual production and previsualization techniques, passionate about seamlessly merging virtual and traditional artistry to bring visions to life. With a background in architecture, I have developed a

unique skillset that allows me to bridge the gap between art and technology. Whether you need someone to draught or design virtual environments, my extensive experience in both virtual and traditional art departments - on and off set - makes me a versatile addition to any team.

PROFESSIONAL EXPERIENCE

Move Like an Awesome Animal - Childrens TV | Sky Studios/Final Pixel **FEB 2024 - APR 2024**
Lead Unreal Operator & Environment Designer
Virtual production shoot, On-set Unreal Engine Operation, Virtual Environment Design

Lazarus - Limited HETV Series | Amazon Studios **JUL 2023 - FEB 2024**
Virtual Art Director
Previsualisation, virtual scouting, set design

Closer Look - Documentary | Final Pixel **OCT 2023**
Unreal Operator
Virtual production shoot, On-set Unreal Engine Operation

Prime Suspect: Earth - Documentary | Teleport Studios/Bigger Bang **APR 2023 - JUN 2023**
Technical Artist
Virtual Environment Design

Next Level Nina - Commercial | Teleport Studios/Lego **MAR 2023 - APR 2023**
Junior Unreal Operator
Virtual production shoot, On-set Unreal Engine Operation, Environment Optimisation

Baby Reindeer - HETV Series | Netflix/Clerkenwell Films **JUL 2023 - FEB 2024**
Assistant Art Director
Previsualisation of set, Draughting, Model Making, Prop Design, Virtual Scouting, Graphic Design, Script Breakdowns

Argyle - Film | Marv Films/Apple TV **JUL 2023 - FEB 2024**
Art Department Trainee
Draughting, 3D modelling, Prop Making, 3D printing, Model making, Graphic Design

EDUCATION & TRAINING

National Film & Television School JAN 2023 - JUN 2023
VIRTUAL PRODUCTION CERTIFICATE

Mastered Academy OCT 2022 - FEB 2023
REAL-TIME 3D ARTIST BOOTCAMP

Final Pixel Academy FEB 2022 - APR 2022
VIRTUAL PRODUCTION MASTERCLASS

University of Brighton SEPT 2017 - MAY 2021
BA (HONS) ARCHITECTURE 2:1

First Options Safety Group MARCH 2022
RISK MANAGEMENT OF PRODUCTIONS

TECHNICAL & SOFTWARE SKILLS

- Expertise in real time technology with specialisation in virtual production and virtual scouting.
- Excellent research and location survey skills.
- Proficient in hand drawing and draughting.
- 3D modelling and printing for prop and model making.
- Skilled in project coordination and organisation including script break downs.
- Highly adaptable and fast learner.

Programs

- Unreal Engine
- Autodesk Maya
- Substance Painter & Designer
- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Marmoset Toolbag
- Perforce
- Rhino 3D

REFERENCES ARE AVAILABLE ON REQUEST