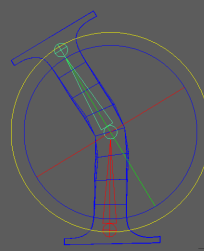


# Phil Collins

## Character Rigger



### Skills

 Cinema 4d  Maya  
 Premier Pro  Photoshop

### Contact

[www.philcollinsrigs.co.uk](http://www.philcollinsrigs.co.uk)  
[philipcollins@live.co.uk](mailto:philipcollins@live.co.uk)  
+44970563795  
[www.linkedin.com/in/philip-collins](http://www.linkedin.com/in/philip-collins)

### About Me

I am a character rigger that has spent a lot of time working on both humanoid and non-humanoid rigs creating said rigs for both animation and games

### Experience

#### Middlewatch

*Character Rigger*

**October 2019 - Present**

#### Crown Golf

*Front of House Member*

**August 2019 - April 2020**

Tended Bar, Served coffee, Helped set up and breakdown events, Worked with speed and precision in a high speed high stress environment

#### Carli Collins Photography

*Photography Assistant, Part Time - High Volume Photography*

**June 2018-Present**

Assist Photographer with setting up and breaking down green screen set, Handle Paperwork, Collect Customer Data, Manage Queue of Customers

#### Gap Personnel

*Drivers Mate*

**June 2018-September 2018**

Assisted Driver Loading and Unloading Products, Handled Paperwork, Called Customers

#### Manpower Logistics

*Driver's Mate*

**June 2014 – August 2016**

Assisted Driver Unloading Produce, Helping to Sort Out the Paperwork

#### Grillstock Festival

*General Assistant*

**August 2011**

Erected Tents, Greeted Public, Distributed Brochures.  
Evenings – Stowed Equipment & Helped Secure Site.  
Mornings – Opened Tents & Helped With Set Up.

### Education & Qualifications

#### Henbury Secondary School

*GCSEs: 5, A-C Including Maths and English*

*ICT BTEC Level 2: Pass*

**2008-2012**

#### British Fencing Association

*GoFence Leader Qualification*

**July 2012**

#### City of Bristol College

*Interactive Media and Game Design Extended Diploma : Pass*

**September 2013 -June 2015**

#### SGS College

*Foundation Art and Design Diploma : Pass*

**September 2015 -June 2016**

### References on Request