FILIP MAVROUDIS

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PERSONAL STATEMENT

I am a graduate of Norwich University of the Arts in Animation and Visual Effects, looking to take my first step in the industry. During my time at University, I gained a strong foundation as a 3D Generalist, with skills across numerous software with a specialty in Maya, Substance Painter and Nuke. I am most proud of the two CG Short Films I created as they both allowed me to take creative risks and explore new processes I have not tried before. My goal is to collaborate on more exciting projects that leave marks in the industry.

EDUCATION

Norwich University of the Arts - Norwich, Norfolk *10/2022 - 07/2025*
Bachelor of Arts (Hons): Animation and Visual Effects
Created two CG Animated Short Films:
Ozymandias (2024)
Phantom Chalice (2025)

WORK HISTORY

Sales Assistant | WHSmith - Norwich, Norfolk *02/2023 - Current*
- Working with team members to ensure the shop tasks are completed to a high standard
- Delivering exceptional customer service to all customers
- Carrying out stock replenishment, ensuring all areas of the store remain tidy

Sales Assistant | Foodies - Norwich, Norfolk *06/2021 - 09/2021*
- Work as part of a team, coordinating with kitchen staff and other team members to serve customers
- Delivering exceptional customer service to all customers
- Ensuring all areas of the store remains tidy and inviting for customers to eat

Waiter | HMS Hinchinbrook - Great Yarmouth, Norfolk *06/2020 - 09/2020*
- Work as part of a team, coordinating with kitchen staff and other team members to serve customers
- Delivering exceptional customer service to all customers
- Ensuring all areas of the store remains tidy and inviting for customers to eat

Architect Work Experience | Feilden+Mawson - Norwich, Norfolk *05/2018 - 06/2018*
- Communicated with vendors and contractors to incorporate input into project designs
- Evaluated project requirements to identify and mitigate risks
- Determined project costs and made adjustments to keep projects within budget

SOFTWARE

- **Maya**
- **ZBrush**
- **Substance 3D Painter**
- **Houdini**
- **Nuke**
- **Photoshop**
- **Premiere Pro**
- **Blender**