

# NADINE ROSE MCLAUGHLIN

[WWW.NADINEROSEM.COM](http://WWW.NADINEROSEM.COM) | [NADINEMCLAUGHLIN@HOTMAIL.COM](mailto:NADINEMCLAUGHLIN@HOTMAIL.COM)

## LOCATION

Templepatrick,  
Northern Ireland

## SOFTWARE EXPERIENCE



Adobe Photoshop



Adobe Illustrator



Adobe After Effects



Adobe XD



Unity Game Engine



Twine Narrative



Toon Boom Harmony



TV Paint

## RECOGNITION AND ACTIVITIES

### 'The Little Things' Director |

*October 2020 -  
February 2021*

BBC Two Minute  
Masterpiece Official  
Selection

### Toon Boom Harmony Cut-Out Animation |

*October 2020*

Training Certification

### Galway Film Fleadh Official Selection |

*July 2020*

'Wet and Sappy'

### Belfast Enterprise Academy Alumni |

*2015 - 2016*

## EXPERIENCE

### 2D Animator and General Artist | Salt Stone Studios

*October 2022-Present*

Responsible for the Vendors, NPCs, and environmental animation featured in the upcoming game, 'Hearth and Harbour.'

Designed alongside another colleague key aspects of the main HUD, created UI assets for dialogue prompts and feature interaction encountered during gameplay.

Generated Steam page mock-ups during early development to test tone and presence of IP within other titles of a similar genre.

Designed merchandise for the branch company, *Bellular Studios*, for distribution as part of their Patreon rewards system, and as part of a collectors bundle as part of 'The Pale Beyond' release.

### Character Animator | Freelance | Soft Leaf Studios

*April 2021 - July 2021*

Animated the main character walk cycle for the accessible game, 'Stories of Blossom.'

Animated additional characters for their vertical slice concept trailer, creating a sampling of character interaction and narrative enrichment explored through game-play.

### Game High Trainee Placement | Northern Ireland Screen |

Salt Stone Studios

*March 2021 - October 2022*

Created environmental animation for scene enrichment in 'The Pale Beyond.'

Designed explorative mock-ups for the resource delegation wheel and other UI elements.

Analysed Testify footage for common arising issues with player engagement during play-testing, compiled feedback reports for QA revisions.

### Pixel Mill Trainee | Northern Ireland Screen

*December 2020 - March 2021*

Collaborated within a team of ten to create two vertical slice games, '#Olympus' and 'Headless Chickens.'

Created conceptual art for characters and environments, vectors for game visuals, and UI/UX elements such as HUD, buttons, and feature icons.

**Director** | The Little Things | BBC Two Minute Masterpiece

*November 2020 - February 2021*

Managed the production from conceptualisation through development, meeting the set deadline.

Animated and composited the shots, and provided direction to the additional artist and sound designer to retain the colour profile and emotional tone of the piece.

**Character Animator** | Wet and Sippy | Animation Studio Lab

*January and February 2020*

Animated characters in multiple scenes, making revisions in response to Director and Supervisor feedback.

Ensured animation was to production specification and exported in an organised fashion for handover to the next step in the pipeline.

**Digital Marketing Assistant** | Harry Corry Limited

*July 2017 - September 2018*

Created marketing content such as infographics, illustrations, and photographs for sales campaigns, brand identity, newsletters, and shopping catalogues.

Liaised with 50 stores throughout the UK and Ireland, completing internal design requests, and management of customer enquiries.

## EDUCATION

**CPD Trinity College Dublin** | School of Creative Arts - Narratives for Computer Games

*September 2021 - May 2022*

**MA Animation Ulster University** | Masters in Art with Distinction

*September 2018 - May 2020*

**BDES Animation Ulster University** | Second Class Honours Upper Division

*September 2013 - June 2017*