

VIRTUAL WORK EXPERIENCE

**EVENT
PROGRAMME**
Tuesday 12th July 2022

ESCAPE
STUDIOS

11:00am – 11:15am

Welcome and Introduction

During the first session of Escape Studios Virtual Work Experience you will be introduced to the programme and learn how to gain as much knowledge as possible.

11:15am – 12:05pm

Not a typical career – get to know VFX, Animation and Games

This session will provide you insights into VFX, Animation and Games.

SPEAKER:



Saint John Walker

Dean/Director of Industry Engagement at Escape Studios

Saint has been working at the interface between the animation, computer games, and VFX industries and higher education for over 25 years. He has designed courses for institutions such as the **National Film and Television School** and **University of the Arts**, and has been an external examiner, written articles, mentored and led and managed a range of industry facing education ventures.

SPEAKER:



Victoria Trachy

Head of Vocational Skills at ScreenSkills

Victoria Trachy is Head of Vocational Skills at **ScreenSkills**, the national skills body for the screen industries working across the UK. Victoria leads on the ScreenSkills Select Course Endorsement scheme to enhance college and university courses that develop industry-ready students. Victoria has worked within education for 20 years, developing work-based learning degrees and running practical filmmaking courses to ensure that young people have the opportunity to achieve their full potential, by making education industry relevant.

12:05pm – 12:15pm BREAK

Stretch your legs, make a cup of tea and get ready for the next session.

12:15pm – 1:30pm

Meet professionals: Who are the people making beautiful projects?

Meet representatives from the world's leading studios and learn about roles in VFX, Animation and Games.

SPEAKER:



Amy Backwell

Emerging Talent Specialist at Industrial Light & Magic

Amy manages all of London's emerging talent programmes including the **Jedi Academy**, work experience, apprenticeships and school outreach. She also has an invested interest in diversity and inclusion and is the Co-Lead for one of the London offices ERGs called **ENABLED** which aims to support the neurodiverse and people with disabilities community. **ILM** is the leading effects facility in the world and serves the motion picture, television, streaming, commercial production, and attraction industries. **ILM** has created visual effects for over 350 feature films.

SPEAKER:

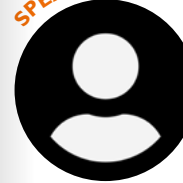


Luke Johnson

Lead Resourcer at Creative Assembly

Luke Johnson has worked at **Creative Assembly** for over 6 years having previously worked in Defence and Education. Luke oversees all resourcing at Creative Assembly and is constantly on the lookout for talent in the games industry. Creative Assembly is the multi-award winning **BAFTA UK** games studio behind **Total War**, **Alien: Isolation** and **Halo Wars 2**.

SPEAKER:

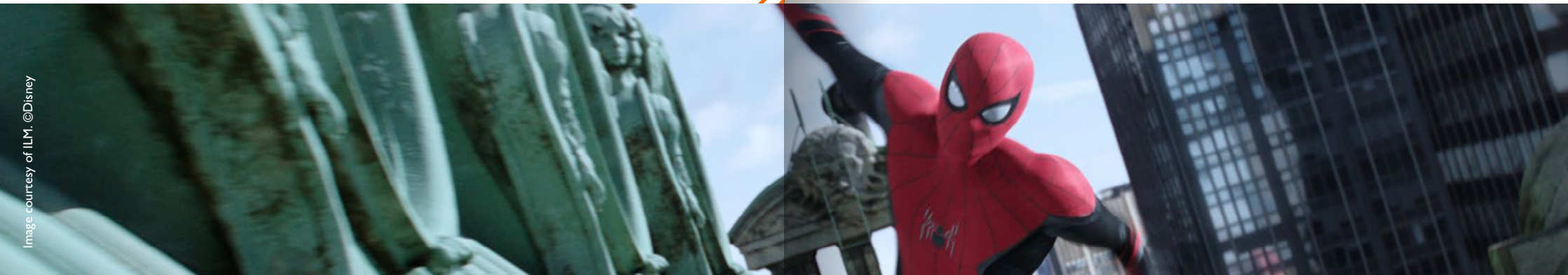


TBA

Speaker information coming soon...

1:30pm – 1:45pm QUIZ

Your chance to win exciting prizes from Escape Studios.



1:45pm – 2:30pm

Insights into careers – My journey from school to the world of work...

Hear first-hand from industry professionals about how they transitioned from school, secured first job to creating work that you will have seen on screen.

SPEAKER:



Will Hughes (Host)

Talent Development Manager at **Escape Studios**

Will is the Talent Development Manager for Escape Studios. Talent Development's mission is to help students become 'Studio Ready' through a series of events and resources to complement their artistic training. Working with a team between Escape Studios and Animation, Games and VFX Studios, Will helps in the creation of events and industry mock interviews.

SPEAKER:



Sapphire Taylor

Production Assistant at **Framestore**

Sapphire Taylor currently works as a Production Assistant at **Framestore**, a major VFX House in London. She studied the Art of Video Games at Escape Studios and was also the head of our eSports society. During her talk, Sapphire will share her experiences studying at Escape Studios and how she found her path in the Industry.

SPEAKER:



Viktor Pesci

Unreal Artist at **Dimension Studio**

Viktor graduated from Escape Studios as a Game Artist in 2020, having taken part in an internship and multiple events that helped him immensely in getting started in the industry. Following graduation he spent another year at Escape studios as a Studio Assistant for the second year Game Art course, and through this connection he became a freelancer artist, working with **Doppelganger Studios** for their animated YouTube series. In June 2021, he joined **Dimension Studio** – a volumetric content creation and virtual production studio, where he now works as an Unreal artist.

SPEAKER:



Maria Robertson

Animator at **Factory 42**

Maria studied the BA/MArt The Art of Computer Animation at Escape Studios, and has worked in mixed-reality experiences for over 3 years. Working with clients such as the **Natural History Museum** and **Kew Gardens**, she enjoys learning about the natural world to immerse audiences in new ways and stories.



2:30pm – 2:40pm QUIZ



Your chance to win exciting prizes from Escape Studios.

2:40pm – 3:15pm

Getting in: The differences between Apprenticeships and Degrees explained

There are many routes into the screen industries. In this session you will learn about diverse routes such as full-time courses, apprenticeships and internships.

SPEAKER:



Saint John Walker

Dean/Director of Industry Engagement at **Escape Studios**

See Saint's bio on page 2.

SPEAKER:



Marcia Deakin

Co-founder of **NextGen Skills Academy**

Marcia has over 20 years experience in the UK games industry. Since 2015, she has been involved in the development and delivery of apprenticeships at level 4 for VFX and Games, and with Industry designed a vocational level 3 tech qualification in Games, Animation and VFX. She is also a Trustee of the **BGI** and member of **Screen Skills Games Council**.

SPEAKER:



Phil Attfield

Co-founder of **NextGen Skills Academy**

Phil is a VFX professional with more than 20 years' experience as an Artist, Studio Proprietor and Educator. He's a nominee for **BAFTA TV** and **Emmy awards** and has more than 20 feature film credits including **The King's Speech** in 2010. Phil uses his experience and network to develop courses, qualifications, apprenticeship standards and progression routes for talent.



3:15PM – 3:20PM FREE STUFF



You will receive a virtual goodie bag with helpful resources.

3:20pm – 3:30pm

Summary of the day and next steps!

During this session we will summarise the programme and discuss next steps with you, so you are equipped to start a career and land your first role in the future.

SPEAKER:



Saint John Walker

Dean/Director of Industry Engagement at **Escape Studios**

See Saint's bio on page 2.

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