



# Hayley Rumbold

## Senior Video Artist

Video Editor, Motion Designer, and Cinematic Artist who has worked on a variety of media; from narrative film to in-game cinematics and commercials. Experienced in pre-production, post-production, and on-set work. I always aim to push creative boundaries.

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### Education

First-Class Honours,  
BA (Hons) Film Production,  
University of Gloucestershire

### Skills

Video Editing  
Motion Design  
Compositing  
Audio Mixing  
In-Engine Cinematics  
Storyboarding/Animatics  
3D Modelling  
Texturing  
Lighting  
Animation  
On-set Cinematography  
Game Capture  
Video Localization

### Software

Premiere Pro  
After Effects  
Unreal Engine 4/5  
Unity Engine  
Asura Engine  
Blender  
Maya  
Photoshop  
Debug Tools  
Jira  
Confluence  
Perforce

### Courses

Nuke Compositing Course  
SOM: Cinema 4D Basecamp  
Limit Break Mentee Program

## Work Experience

### Senior Video Editor at Rebellion (2020-Present)

Creating an array of video content for promotional and in-game use. Utilising Video Editing, Motion Design, Game Capture, In-Engine Cinematics & Cinematography.

#### *Unannounced Projects*

- Creating cinematics using an existing library of game assets, animations, and vfx in Unreal Engine 5 and Unity.
- Leading in establishing efficient engine workflows, while also developing blueprints to streamline the process.
- Capturing gameplay and editing showcases for internal development and pitching.

#### *Sniper Elite 5*

- Led initial direction and look development for level pre-rendered cinematics, rolling out my project templates across the team to create an efficient pipeline. Responsible for environment creation, lighting, texturing, animation, and rendering.
- Managed final output of all pre-rendered cutscenes ensuring game-friendly formats ready for submission.
- Captured and edited numerous marketing trailers/assets throughout production and post-release, including the Release Date Trailer.
- Filmed motion capture sessions for animation reference and behind-the-scenes content.

#### *Evil Genius 2: World Domination*

- Created multiple trailers for the main game and expansions including the Launch Trailer and the Console Reveal Trailer.
- Designed customisable motion graphic templates used across all trailers.

#### *Zombie Army 4: Dead War*

- Created all marketing campaign trailers, from the initial conception to the final delivery, for Seasons 2 and 4.
- Created new cinematics in our proprietary engine for marketing use.

### Assistant Motion Designer & Video Editor at CH Video (2018-2020)

Created video content for marketing/advertising campaigns for consumers, businesses, and internal use. Worked on the 'Creative Bible' for multiple campaigns.

### Contract Video Editor & Motion Designer at Ambanja Films (2017 - 2018)

Created adverts for clients such as Shakespear's Globe Theatre and Gear 4.

### Freelance Video Editor & Motion Designer at Render (2017 - 2018)

Video Game-centric marketing production service. Worked with brands like SteelSeries (1.2M Social Reach), and Online Content Creators.

### VFX Artist / Supervisor & Video Editor on *Shut up & Dig*, a short film funded by Roundhouse (2018)

### VFX Artist / Supervisor on *Light*, a short film commissioned by Channel 4's Random Acts (2018)

### Video Editor on *Mating Call*, a short film commissioned by Channel 4's Random Acts (2017)