



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 pi. 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 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 trailers from initial conception to final delivery for Season 2 and Season 4's marketing campaigns.
- 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 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)