

As an artist with a curiosity to experiment and a mind that likes to learn, I chose a technical university course that I felt could challenge and utilise my natural artistic skills into the realm of digital.

From watercolour and embroidery to woodworking and sculpture, I have discovered that I have versatile skills and the ability to adapt. The technology industries methods and programmes are constantly evolving, therefore having varied foundation skills gives me the advantage to expand into these new areas.

Education

BSc (Hons) Computer Games Technology - on target for 2:1

University of Portsmouth ~ 09/2019 to Current (year 2)
Year 1 results:

- *Introduction to Image Creation - 1st*

Achieved a first in this module by showing consistently a high quality of work and the ability to design creatively with little prompt. I taught myself illustration, 2D animation and music so that my coursework artefacts suggested a style of my own.

- *Foundation in 3D Modelling - 2:1*

Introduction to 3D modelling, using 3Ds Max software and built various objects and elements for digital 3D space.

- *Technical Game Development - 2:2*

In a team I designed and developed several small games from 2D platformers to a 3D adventure, most of which were based on my ideas.

- *Define Games - 2:1*
- *Tools for Games and Animation - 2:1*

Year 2

- *Designing for Animation*

Currently using Maya 3D modelling software to model a character that resembles a children's book illustration.

- *Commercial Asset Production For Real Time*
Designing a character and their environment, and then bringing them to life in a 3D virtual space using programs such as Zbrush.

Queen Mary's College ~ 2017 to 2019

Fine art - C (A level) ~2018

Biomedical Science - DDD (BETEC Level 3 Extended Diploma 2016+) ~ 2019

Extended Project - C (AS Level) ~ 2019

The Costello School ~ 2011 to 2016

11 GCSEs - 2016

A* in Art and Design, A in French Language

B in English Literature, Graphics (DT), IT, Mathematics

Skills

- **Photo Editing** - Adobe Photoshop
- **2D animation** - Adobe Photoshop, Tv Paint Pro
- **3D modelling** - 3Ds MAX , Maya, Blender
- **Digital Painting** - Adobe Photoshop, Rebelle 3
- **Programming (Beginner)** - Python, C++
- **Video Editing** - Premiere Pro
- **Languages** - English and French

Relevant Experience

Summer 2020 ~ Web design - Brighton Hill Preschool (Volunteering)
Organised and designed their layout and content

Summer 2020 onwards ~ Watercolour painting commissions - (Paid)

Other Work Experience

July to September 2019 ~ The Discovery Centre (Library) - (Children's Summer Reading Volunteer)

June to September 2019 ~ British Heart Foundation - Shop assistant (Volunteer)

- Working on the till - communicating with customers, managing money
- Shop floor - stock sorting, quality checks, Presentation of the shelves and rails

November 2018 ~ Brunswick Place Vets - Assistant (work experience)

- Maintained sanitation - laundry, surface disinfecting, cage preparation
- Observed the Vets in procedures, consultations and operations

July 2015 ~ Oakley Infants School - Reception year Teacher's Assistant (work experience)

- Child supervision and interaction - recreation duty, game inventing, activity helping
- Tutored on - basic reading and writing, drawing, general knowledge

Summer 2016 ~ National Citizen Service (NCS) - (volunteering)

- Retirement home gardening - maintenance, fundraising, redesigning

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