



Emily Everett | 3D Artist

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I am a passionate 3D artist capable of creating realistic and stylised models. I have an eye for detail and taking a project from start to completion. Throughout education and work I developed transferable skills to efficiently work with people from varying walks of life. In my free time, I enjoy comics, games, drawing, music, and recently I have taken up wood carving!

EXPERIENCE

June 2023 – Present	Co-Founder & 3D Artist Zeta Games	I co-founded an indie games company. My role focuses on 3D art, set dressing as well as handling company business such as pitching and attending events. 2023 Tranzfuser Winners resulting in receiving a UKGF grant. Showcased at Insomnia, WASD and Venturefest South. I took a Mastered Business course learning business management skills specifically for indie games studios.
Sept 2023 – June 2024	Demonstrator & Teaching Fellow University of Portsmouth	I assisted senior lecturers on 3D and 2D art units & taught sessions on digital 2D art. I prepared lessons, marked assessments and answered questions students had in regards to software, assessments or art techniques.
2020 – 2022	2D & 3D Artist Game Jam Team	I participated in multiple weeklong game jams giving me a skill in creating 3D assets within short timeframes. My focus was mainly on 3D environments but also characters and 2D assets if needed. Won awards in multiple categories.
Oct 2021 – May 2022	2D & 3D Artist University Project	Worked in a group of ten creating a VR hoverbike game on a 4dof platform, Pre-production, 3D asset creation, Unreal Engine implementation, games development in a team, communication and organisation skills, experience of leadership role responsibilities
Nov 2018 – March 2019	Front of House Twenty-One Bar	High ability to work successfully under stress, working with the public, till management, communication skills with people whose first language was not English.

SKILLS

- 3DS Max
- Blender
- Maya
- Substance painter
- Perforce
- GitHub
- Unreal engine
- Krita
- Photoshop
- Premiere pro
- ZBrush

AWARDS

- **Tranzfuser Winner 2023**
- **TIGA Graduate of the year 2022: Artist**
- **GJL Game Parade 2022:** 'Best 3D Art', 'Best Game Design', 'Best Level Design', 'Most commercially Viable', 'Best Art Direction'
- **University of Portsmouth Gamejam 2021:** 'Best overall'
- **University of Portsmouth Gamejam 2020:** 'Best game design', 'People's choice', 'Best overall'
- **RSL Rockschoool awards in Popular music performance (QCF) for Drums:** Level 1 Grades 1–3 (2013–2016) Level 2 Grade 4 (2018) Level 3 Grade 6 (2019)

EDUCATION

2019–2022	University of Portsmouth	BSc (Hons) Computer Games Technology – First Class Honours 3D Hard Surface modelling and environment creation, Still life drawing, Game development within teams, Basic C++, 3D character creation and animation, 2D Concept art, Motion Capture Cleaning
2017–2019	Hertford Regional College	Extended Diploma in Animation and Interactive Media – Distinction 2D animation, Rotoscoping, Photogrammetry, Basic 3D animation, Live briefs, Still life Drawing, 2D VFX