



Emily Everett | 3D Artist

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I have always been fascinated by the visuals of games, which is where my passion for creating them has come from. 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, drums, and recently I have taken up wood carving!

EXPERIENCE		
June 2023 - Present	3D Artist Zeta Games	I started a games company with 3 others. 2023 Tranzfuser participant. We are a recipient of a UKGF grant. I focus on 3D art as well as business aspects such as pitches and going to events.
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 environments but also characters and 2D assets if needed. Winners of awards in multiple categories.
Oct 2021 – May 2022	Artist University Project	Worked in a group of ten creating a VR hoverbike game on a 4dof platform, 3D asset creation, 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	AWARDS
<ul style="list-style-type: none">3DS MaxMayaBlenderGitHubPerforceUnreal engineSubstance painterKritaPhotoshopPremiere proZBrush	<ul style="list-style-type: none">Tranzfuser Winners 2023TIGA Graduate of the year 2022: ArtistGJL 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