Emily Everett | 3D Artist

emily.everett.333@gmail.com 07852178529

https://www.emilye3d.com

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

Sept 2023 - Present	**Demonstrator & Teaching Fellow** University of Portsmouth	I assist senior lecturers on 3D and 2D art units & teach sessions on digital 2D art. I'm responsible for preparing lessons, marking assessments and answering questions students have in regards to software, assessments or art techniques.
June 2023 - Present	**2D & 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 2D and 3D art as well as business aspects such as pitches and going to events.
2020 - 2022	**2D & 3D Artist** Game Jam Team	I participated in multiple weeklong game jams which gave me a great skill at 3D asset creation 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

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

AWARDS

- **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 Rockschool award in Popular music performance (QCF) for Drums:** (2013) Level 1 Grade 1: Distinction, (2015) Level 1 Grade 2: Pass, (2016) Level 1 Grade 3: Pass, (2018) Level 2 Grade 4: Merit , (2019) Level 3 Grade 6: Pass

EDUCATION

2019-2022	**University of Portsmouth**	**BSc (Hons) Computer Games Technology – First Class Honours** Topics Covered: 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** Topics Covered: 2D animation, Rotoscoping, Photogrammetry, Basic 3D animation, Live briefs, Still life Drawing, 2D VFX