

Heather Williams

2D Game Artist

Profile

Creative game artist who works well individually and collaborates well with others, to generate and execute designs within a tight timeframe. Presently looking for a suitable vacancy and an opportunity to work with a team of qualified, diverse individuals who will help to develop my experience and career.

My strengths within the gaming industry is 2D art, specifically cartoon, realism and pixel.

Technical Skills

- 3DS Max
- Unity 2D/3D
- Procreate (IOS)
- Adobe Animate
- Adobe Photoshop
- Adobe Illustrator
- Unreal Engine

Graphics

- 2D Concept art
- Terrain sculpting
- Environment art
- Low poly Modelling
- Animation

Work Experience

While studying at the Univeristy of Gloucestershire, I have had two jobs within retail.

Supervisor, Primark Ltd. (2016-Present)

Within Primark, i am given the responsibilty to run my own floor, manage stock, prep cash, and time manage my staff accordingly. This role has given me great leadership skills, and the ability to work under pressure.

Next Retail Store (August 2016-october 2016)
Retail and Customer service assistant.

Education

Univeristy of Gloucestershire, Cheltenham, England:

Computer Games Design (BSC Hons)

Average Grade: 2.1

Coleg Cymunedol Y Dderwen, Secondary School, Wales:

Achieved 5 A-Levels graded A*-C

Professional Links

Online Portfolio:

<https://heatherlauren0.wixsite.com/portfolio>

LinkedIn:

<https://www.linkedin.com/in/heather-lauren-williams-28a5b8147/>

CONTACT



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