

Becky Gibson

Email: Becky@BeckyGibson.co.uk

Portfolio: <http://www.beckygibson.co.uk>

Profile

3D artist, with VR and mobile experience, seeking position as an artist in the games industry or similar.

Work Experience

3D VR Artist at Make Real - makereal.co.uk

December 2016 – March 2017 (3 month contract)

- Worked as 1 of 4 artists to produce 3D artwork for the upcoming Oculus Touch multi-player game "Loco Dojo"

Concept/3D Artist at Sonedo Media - sonedomedia.com

January 2017 – February 2017 (6 week contract)

- Produced concepts and 3D artwork for a mobile game demo, "Bandera!", working in a team of 5

3D Artist Intern at Sonedo Media

June 2016 – July 2016 (6 week internship)

- Designed and built a 3D stylised environment for a children's storybook to a specified brief.
- Designed and made 3 environments for a comic series using a combination of 2D and 3D, in collaboration with the character artist.

Self-Employed Artist

April 2013 – Present

- Started my own online store through Society6 - <http://society6.com/beckygibson>
- Designed and sold greetings cards/prints, and original artwork at local events and shops

Education and Qualifications

2013-2016	BA (Hons) Game Art Design (First Class) De Montfort University, Leicester Modules including Games Production, Visual Design, Critical Studies
2011-2013	A-Levels: Fine Art, Computing, Media Studies, Photography Long Road Sixth Form College, Cambridge
2006-2011	7 GCSEs (grade C and above), BTEC Sport Level 2 Witchford Village College, Cambridgeshire

Skillset

- 3D modeling – able to create efficient hard surface and organic models in low, mid, or high-poly
- Ability to work in a range of styles, from highly stylized to realistic
- Experience with PBR
- Experience working with VR
- Digital and traditional drawing skills, and strong concept art skills
- Strong understanding of form, shape, structure and silhouette
- Good understanding of artistic fundamentals, such as colour, composition and perspective
- Strong knowledge and experience of working in UE4 and Unity
- 2D/3D animation

- Good eye for lighting
- Knowledge of programming languages (Python, C++)
- Good time management and organization skills – ability to work to strict deadlines
- Able to work efficiently as part of a team

Software Proficiency

- Autodesk Maya
- Autodesk 3ds Max
- Autodesk Mudbox
- Zbrush
- Blender
- Substance Painter
- Substance Designer
- xNormal
- World Machine
- Unreal Engine 4
- Unity 5
- Adobe Photoshop
- Adobe Flash

Interests

- Video games
- Illustration and comic writing
- Digital landscape photography
- Camping, hiking and walking – previous member of The Scout Association for 10 years
- Acoustic guitar
- Tabletop/board games – part of 2 ongoing weekly D&D campaigns, previous member of the DMU Game Society

References

Available on request