



- Summary -

A 3D Asset Artist with 3 years of industry experience who is creative, hard-working, and collaborative. An artist who is passionate about storytelling through a visual medium. Specialises in 3D character, prop, and environment modelling as well as texturing. Previously worked on episodic stylised series in studio. Is currently looking for opportunities to work with fellow creatives on animated series and feature films. Open to contractual or full-time work either in studio or remotely.

- Experience -

3D Asset Artist, Pixel Zoo Animation Studio

March 2022 - December 2024 | March 2025 - July 2025

- Able to transfer 2D illustrations to 3D models while maintaining original artistic intent
- Have a solid understanding of proper topology for characters and hard surface props
- Able to create animation ready models and character variants based on client provided STL files while maintaining the original design/intention
- Able to produce efficiently laid out UVs for texturing
- Able to create textures that fit the directorial style
- Able to work and communicate with team members effectively both on-site and remotely
- Able to produce quality work while adhering to deadlines
- Able to learn and adapt to new pipelines and asset tracking systems

Freelance Illustrator

December 2019 to August 2022

- Illustrated the cover of an independent art publication twice
- Produced full-colour digital illustrations for independent magazines
- Able to produce digital illustrations optimised for both online and print display
- Familiar with professional illustration tools such as Clip Studio Paint, Adobe Photoshop, Illustrator, and stylus tablets
- Able to communicate with project members over different time zones using email, Discord, and Google docs
- Able to collaborate with writers to illustrate parts of their work as scenes or comics
- Able to design products for manufacturing such as enamel pins, buttons, and embroidered patches

3D Clothing Asset Artist, 18 Degrees

May 2020 - July 2020

- Able to transfer 2D illustrations to 3D models
- Proficient at re-topology for animation
- Proficient at UV Mapping and Texture Painting
- Able to work remotely efficiently

- Software -

3D

Autodesk Maya
Substance Painter
Substance Designer
Unreal Engine 5
Redshift
ZBrush
Marvelous Designer
Blender

2D

Clip Studio Paint
Adobe Photoshop
Illustrator
After Effects
Microsoft Suite

- Notable Projects and Experiences -

Yummiland S2, Pixel Zoo Animation Studio

3D Asset and Character Artist, 2024

Baby Alive S4, Pixel Zoo Animation Studio

3D Asset and Character Artist, 2024

The Secrets of Sunflower Valley, Pixel Zoo Animation Studio

3D Asset and Character Artist, 2023

Baby Alive S3, Pixel Zoo Animation Studio

3D Asset and Character Artist, 2023

It Began In A Garden Zine

Contributing and Merchandise Artist, 2024

RIVALS, Short Film

Character Designer/Modeller, 2D Animator, 2019

Profound, Short Film

3D Character Artist and 2D Animator 2019

- Skills -

3D

3D Asset Modelling
3D Character Modelling
Poly Hair
Retopology for Animation
UV Unwrapping
Texturing

2D

Digital Illustration and Comics
Character Design
Concept Art
Storyboarding
2D Animation
Graphic design

Soft Skills

Dedicated and Self-motivated
Friendly and Resourceful
Able to work well with others and lead

- Education -

Bachelor of Fine Arts (Animation)
Queensland University of Technology
Graduated with Distinction
2017 - 2019

- Interests + Hobbies -

Tailoring, Costuming, and Sewing
Handcrafts
Reading
Illustration
Badminton

- References -

Available on request