

YASMIN DOWN

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With excellent communication skills and a passion for providing the best service possible, I am extremely committed to any work I do. I enjoy working in a studio environment, as well as helping people out to ensure a smoother workflow.

ABILITIES

- Experience in an agile-based company
 - Experience with Tortoise SVN
 - Able to paint and conceptualize with an understanding of how it will translate into 3D
 - Realizing existing 2D concepts into 3D whilst keeping the original charm and appeal
 - Creating hand painted textures using my painting skills
 - Ensuring models will have the optimal topology and flow
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SOFTWARE

- Autodesk Maya
 - Autodesk Mudbox
 - Pixologic Zbrush
 - Adobe Photoshop
 - Adobe Flash
 - Quixel NDO and DDO
 - Xnormal
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AWARDS

Outernauts “Design a Beast” contest

Insomniac Games

February 2013

- Won the beast design contest and had my design put into the online game, Outernauts, available on web via Facebook, iOS and Android devices
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PROJECTS

Timesplitters Rewind - Character/Asset Modeller

Pantheonix

March 2013 – Present United Kingdom

- Creating character and asset models to be used in Cryengine
- Project given blessing by Crytek (owners of the IP of the Timesplitters franchise)

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PROJECTS *(continued)*

3D Intern

Interactive Systems Studio

July 2013 – September 2013 (3 months) Plymouth

- Designed and created 3D models and assets for games
- Whiteboxed a level
- Showcased results at events such as Explay 2013 and the Wales Game Development Show
- Developed in an agile environment and used Tortoise SVN to manage workflow

Pet Artist

PetAdoptables.com

June 2011 – July 2011 (2 months) Working from Home

- Designed and created many different virtual pet images as “adoptable creatures” on the site

Gallery Moderator/Volunteer

deviantART, Inc.

September 2010 – April 2011 (8 months) United Kingdom

- Gallery moderator for the Flash, Film and Animation section on deviantART.
- Showcased great animations on the front page of deviantART for 24 hours, meaning that these featured works would be exposed to hundreds of thousands of visitors a day
- Ran helpful news article series for animation enthusiasts

Animation Club Founder

Tor Bridge High

April 2010 – June 2010 (3 months) Plymouth, United Kingdom

- Started an after school animation club for kids aged 11-16 to learn introductory animation
- Taught the basics principles of Flash and of character design
- Introduced the students to 3D animation concepts

Young Enterprise

You're Hired!

June 2009 – June 2009 (1 month) Plymouth, United Kingdom

- Created and designed a product as part of a team
- Pitched idea to business manager

Internship

HMC Interactive

August 2007 – August 2007 (1 month) Plymouth, United Kingdom

- Created illustrations for a game in Adobe Illustrator
 - Prepared images in Adobe Photoshop to be used on websites
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EDUCATION

Falmouth University

Digital Animation

(Complete course in 2014)

Estover Community College (Tor Bridge High)

- nine GCSEs at Grades A - C, five A levels at Grades A*-D Distinction in Foundation Art