Faye Wright

Artist/Animator

Dundee
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OBJECTIVES

Obtain the role of an Animator as part of professional team working in the games industry.

PERSONAL

Works well within a team, but happy to be working as an individual. Can communicate ideas well in both settings.

Always work well to deadlines and committed to the tasks given.

Very Self motivated.

Bursting with enthusiasm.

ACHIEVEMENTS

BAFTA "Ones to Watch" Award 2010, Nominated (Game: Colour-Coded)

Dare to be Digital 2009, Winner (Team: Pixel Pirates)

EDUCATION

University of Abertay

2006 – present

Computer Arts

Received A grades in third year. Currently in final year of study.

EXPERIENCE

Animator | Dare to be Digital

Summer 09

Worked as one of the artists for the team: Pixel Pirates in the 10 week long game design competition.

Responsible for all of the animation (Character, Objects, UI) within the game Colour-Coded.

Took a leading role in the level design, making sure that the final outcome was playable and fun, getting the most out of the game mechanics.

Also helped model and texture various assets.

A downloadable version of the game and further info can be found at: www.colour-coded.com

Artist | BBC Prototype

Autumn 08 – Summer 09

Took part in a project working on rapid game prototypes

Worked on two ten week prototypes

Lead the artistic style of one of the projects

Responsible for keeping consistency amongst the artists

Student Representative | University of Abertay

Current

Get feedback from students, in order to better the course

Co-founder and Admin at Whitespacers: a community aimed at student artists studying at Abertay. Regularly update students with news, and give feedback. Admin of Girl group

Girls in games workshop | University of Abertay

Spring 07

Helped out in a workshop for young girls who may be interested in the creative industry. Involved creating basic animations, brainstorming sessions and answering queries. Showing it's a plausible choice for girls. Recommended it to them.

SKILLS

- ☐ Maya (Specialisation) - Rigging, animation, unwrapping, texturing, rendering. Understanding of correct texture usage. Topology. Creating assets for games. Poly-count restrictions.

- ☐ Photoshop

- ☐ Flash

- ☐ ZBrush

- ☐ Traditional - Attended three terms of life drawing. Good with paints. Turnarounds, character sheets

INTERESTS

Loves games. Enjoy playing all genres of games across various platforms. Keen on stylized games. Plays the ukulele and keyboard. Currently playing: Mini Ninjas.