

## **LAURA DAWES**

Freelance 3D & 2D Artist

[laura@randomstuff.org.uk](mailto:laura@randomstuff.org.uk)

<http://www.randomstuff.org.uk/~laura/>

### **INTRODUCTION**

I am an experienced game artist looking to assist teams in developing exciting computer game titles as an outsource artist.

I am also developing a fine art career, specializing in landscapes. My work has been in several local exhibitions. I am interested in painting commissions.

### **WORK HISTORY**

March 2017 - Present

**Freelance Artist**

Feb 2013 – March 2017

**Environment Artist at Just Add Water Developments LTD**

Nov 2005 – Feb 2013

**Environment Artist at Rebellion Developments LTD**

My published titles are

- Miami Vice (PSP)
- Aliens vs Predator Requiem (PSP)
- Aliens vs Predator (PC, Xbox 360, PS3)
- Sniper Elite V2 (PC, Xbox 360, PS3)
- Oddworld: New 'n' Tasty (PS4)
- Lumo (PS4, PS Vita)
- Volume: Coda (PS VR)
- Sniper Elite V2 Remastered (PC, Xbox One, PS4, Switch)
- Spaceteam VR (Oculus Rift, RiftS & Quest, PC VR, Vive and PSVR)
- The Magnificent Trufflepigs (PC, Switch)
- The Last Clockwinder (Meta Quest 2, SteamVR)
- Starship Home (Meta Quest 3)

I have used my high and low poly modeling, sculpting and texturing skills to build environments and props for the above titles. In some of these titles I was also responsible for lighting, particle effects and shaders. I have also been involved in research and development to incorporate new technologies and techniques into the artist workflow, and on several occasions I have been part of the team creating demo pitches for new projects.

### **SKILLS**

I have expert level knowledge of the following software:

- Unreal Engine 4 and 5
- Unity
- Rebellion's Asura Engine

- Blender
- Autodesk 3D Studio Max
- Adobe Photoshop
- Substance Painter and Designer
- Zbrush
- Marmoset Toolbag
- SpeedTree

I have also optimised levels, mentored new artists, written tutorials, requested new features and reported bugs in engine tools, instructed outsourcers and provided them with feedback.

I have excellent traditional art skills and I have sharp analytical and problem solving abilities. I learn quickly and I can work independently or as part of a team.

## EDUCATION

From:	To:	Place of Education	Subject / course	Grade
2001	2005	University of Oxford	Physics (Mphys)	2.1
1999	2001	St. Pauls R.C. Comprehensive School (Sixth Form)	A-levels: Art and Design Design and Technology Mathematics Physics	A A A A
1994	1999	St. Pauls R.C. Comprehensive School	GCSEs:	9 A*s 2 As

My initial 3D art creation skills were self-taught.

## OTHER SKILLS AND INTERESTS

I have some basic knowledge of programming using Pascal and C, and some experience with HTML.

I love computer games and board games. I paint en plein air regularly, and go to local urban sketch crawls.

## REFERENCES

Available on request.