



Becca Stabler

3D Artist

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About Me

I am an ambitious and versatile 3D artist with an enthusiastic approach to games and in particular the environment design of video games. I am a self-motivated team player, constantly learning and evolving, challenging myself and allowing my skills to grow. I have experience working for clients such as Disney and Microsoft.

When I am not working on my portfolio, I like to spend my time enjoying activities such as playing my ukulele and cycling. I also enjoy playing games such as Red Dead Redemption and League of Legends, where I usually main the support role.

Technical Skills

I'm a strong 3D modeller in many areas including architecture, props, and characters. I am also an adept 2D artist. I have experience using a variety of creative software including:

- Autodesk Maya & 3DsMax
- Adobe Photoshop
- Microsoft Office
- Unreal Development Kit & Unity
- Adobe After Effects
- Perforce
- Sculpttris, ZBrush & Mudbox
- Crazybump & xNormals
- Hansoft & Trello

Experience

Artist (Generalist)



June 2014 - Present

- Creating 3D environments and characters to an immaculate standard ready for production rendering in Maya.
- Using Mudbox to create appropriate diffuse, specular and displacement texture maps for character production.
- Rigging and animation of characters and relevant environment assets in Maya.
- Responsible for creating production quality lighting set-ups for scenes & characters in Maya.
- Using After Effects to successfully composite rendered animations and text.
- Taking part in R&D of competing Facebook slot machine games.
- Assisting with Facebook posts and miscellaneous UI pop-ups.
- I am astounded by the amount of knowledge I have gained by working with the Arooga team. I was required to learn new software when I started such as Illustrator and Maya. Not only was I able to pick up on these programs extremely quickly, but I was also able to expand my knowledge of programs I was already very familiar with, such as Photoshop, After Effects and Mudbox. It has been hard, yet rewarding, work to be learning on the job like this. Because I previously been limiting myself to environment asset creation and game-engine work, creating characters for production rendering has been a welcome new experience for me.

3D Environment Artist



March 2014 - June 2014

- Modelling buildings, Ports and Vessels for maritime training simulations.
- Creating visualisations in Unreal 3 Engine of Full Mission Bridge Simulators, mini-sims, and control rooms.
- During my time at ECDIS Ltd, I found it refreshing to utilise my skills within an industry that was entirely alien to me. Besides creating ports and vessels for the simulations and creating visualisations, I also participated in other areas of this tight-knit company such as R&D and hosting at their Open Day.

Graphic Artist



May 2013 - March 2014

- Modelling buildings, props and small animals using 3DsMax.
- Animating said small animals using key frame animation.
- Texturing in Photoshop to fit the current art style.
- Implementing assets into the scene and creating the environment.
- Setting up relevant materials using in-house editor.
- Working to deadlines on time.
- Whilst working with the Zoe Mode team, I've been able to expand my 3D modelling, world building, and texturing skills through creating a wide variety of environmental assets. During my time here so far I've also learned new skills, such as simple key-frame 3D animation, using Perforce, XML files, and quickly getting to grips with Zoe Mode's in-house engine.

3D Designer



October 2012 - May 2013

- Modelling buildings and props from concept sketches using 3DsMax. Occasional concepts.
- Texture painting in Photoshop. Implementing exports and prefabs in Unity.
- Analysing and giving feedback on current iOS apps and games in progress.
- During my time at Kerb, I gained an immense amount of valuable experience as well as new skills. Due to the advantage of experiencing the game production pipeline first-hand, my work has improved greatly since the standard it was at after leaving University. This position has helped me gain a good understanding of iOS app and game production, and has allowed me to inherit a range of useful new skills.

Titles worked on

- 'Pure Slots' - Arooga
 - 'Powerstar Golf' - Zoe Mode/Microsoft Studios
 - 'Disney's Puzzle Kingdom' - Kerb/Disney Japan
 - 'Main Street Soccer' - Kerb/Disney USA
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Education

Southampton Solent University

BA (Hons) Computer and Video Game Design - **First Class Honours**

Sept 2009 - May 2012

- Became well skilled in the creative and visual aspects of 3D in-game assets.
 - Explored the production pipeline for games in a range of art styles and methods.
 - Experimented with a range of skills, from using the basics of modern sculpting software, to to the design, concept and development of props and working in professional game engine software.
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City College Brighton & Hove

Art Foundation - **Merit**

Sept 2008 - July 2009

Varndean College

Sept 2006 - July 2008

Fine Art - **B**

Graphic Design- **C**

Textiles - **C**

Longhill High School

x10 GCSE - **B - C**

References

Available on request.

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