ELLA CAMPBELL

Organic Modeler |
3D Artist

Skills

Technology/Software:
Adobe Photoshop | Zbrush | Substance Painter | Maya | Unity | Trello

Personal/General/Team:
- Caring, kind, patient, courteous
- Organized, clean, efficient, (hard worker), planner, observant
- Good at communicating, working in groups/on a team
- Understanding/taking criticism and improving work, performing tasks

—

Awards

The Dean's List - Spring 2020, Lake Washington Institute of Technology

The Mary Cassette Award - 2011, Leota Junior High School

—

9623 198th St SE,
Snohomish, WA 98296
(425) 772-6888
ella.rose.campbell@gmail.com
ellarosecampbell.wixsite.com/website-1

Experience

Commissioned Concept Artist

Freelance | Remote | JULY 2020 - SEPTEMBER 2020

- Working one on one with clients to create their desired character designs, changing aspects when requested

- Using Photoshop to digitally paint characters

- Organizing pricing, time-management for completing commissions, and communicating with the commissioner

3D Organic Modeler

Voluntary | Remote | APRIL 2020 - JUNE 2020

- Created concept art, sculpted, remeshed, and textured the Basilisk Boss

- Collaborated with a team of four others to complete the vertical game slice within about 2 months

- Communicated, and improved work with Character Lead, Design Lead, and Manager's feedback

- Gave my creative input towards the game, and incorporated aspects of the story within the Basilisk Boss

- Supported and collaborated within the Character Art team, giving feedback and helping one another to complete the project's goal

Volunteer for Horses (Chore Shifts)

SAFE Rescue | Woodinville | OCTOBER 2015 - OCTOBER 2016

- Worked in diverse groups, taking instructions from the Lead Coordinator to perform assigned duties

- Organized and prepared feed and grain, cleaned

- Collaborated and communicated with team members to (get job done), come up with solutions to problems at hand/on the spot

- Trained and assisted others/new recruits with how to complete tasks with the company's workflow (in mind)

- Closed premises up for the night, tidied premises before leaving

- Followed a chart & set schedule

Education

Lake Washington Institute of Technology | Digital Gaming and Design

FALL 2017 - PRESENT | KIRKLAND

2D: Human Life Drawing | Concept Art for Characters | Concept Art for Digital Painting | Photoshop 1 | Storyboard Development | Colors for Creatives | Design 1 | Interactive Media Design

3D: High Resolution Sculpting 1 | Introduction to Animation | 3D Materials & Textures | Introduction to 3D with Maya | Introduction to Environmental Art | Capstone Team Project | Lighting and Effects

Technical/Other: Communications | Computer Programming Fundamentals | Level Editing 1 | Portfolio Foundations | Intro to Game Development

DigiPen Institute of Technology | Bachelor of Fine Arts in Digital Art and Animation

FALL 2015 | REDMOND

Animation Basics 1 | The Language of Drawing 1 | Tone, Color, and Composition | Art and Technology | Art History | Storytelling

Cascadia Community College

FALL 2012 & WINTER 2012, FALL 2015 - SPRING 2015 | BOTHELL

Introduction to Drawing | Introduction to Painting | Creative Writing | Japanese 1 | Psychology

OTHER EDUCATIONAL EXPERIENCE

Leota Junior High | Woodinville High | Secondary Academy for Success

MONTH 20xx - SPRING 2014 | WOODINVILLE & BOTHELL

- Introduction to Art at Leota Junior High School and Secondary Academy for Success

- Animation Technology at Woodinville High School, using Adobe Flash C6 5