

Samantha Steele

Environment Artist

Email: samm.steele@hotmail.com

Portfolio: www.samsteeleart.wixsite.com/artist

Education –

De Montfort University (September 2015 – Present)

Game Art BA (Hons)

Bishop Burton College (September 2013 – June 2015)

3D Art & Design Extended Diploma Level 3 Distinction*

South Hunsley Secondary School (September 2008 – 2013)

9 GCSE's A*- B (Including English and Maths)

Skills & Software –

3D Studio Max

Substance Designer

Unreal Engine 4

Photoshop

Substance Painter

ZBrush

Work Experience & Volunteering –

DMU Game Development Society (Committee Member 2016-Present)

As a committee member, I helped organise, set up and run events such as guest industry speakers and game jams. This involved being well disposed and coordinated with the rest of the committee. This ensured the events were well directed, clear and enjoyable for everyone in the society.

The Village Paint Pot Coffee Shop (Barista & Waitress 2014 – 2016)

This role involved managing multiple orders in a fast-paced environment, which helped me learn how to perform well under pressure. I had diligence in my work as I represented my local coffee shops reputation for good quality and timely service.

Achievements –

Best Committee Nomination (Game Development Society, Student Union Awards 2017)

Best Student Award (3D Art and Design 2015)

Outstanding Achievement Award (Product Design 2013)

Hobbies & Interests –

Traveling, Documentaries, Game Jams and Museums of Design, History and Nature

Experiencing other cultures, architecture, and history is a big inspiration for me. I enjoy seeing and exploring diversity in many forms from countries different to my own. These experiences fuel my ideas, knowledge, and skills when creating a believable and lived-in space full of storytelling in an immersive environment.

References available on request