

Owen Neighbour

A committed digital artist that works daily on photoshop with 3 years of experience in 3D modelling, rigging and animation. A self-motivated conceptualist artist building rich universes and narratives including environment design, character design, object textures, custom artworks and animation. Hardworking and collaborative focused on completing projects on schedule with an attention to detail.

Technical Skills

Microsoft Office – 8 years +

Photoshop – 6 years

After Effects – 5 years

Blender – 5 years

Maya & other Autodesk software – 4 years

Unity – 4 years

Education

South Essex College -

Bsc (Hons) Computer Games Design – 2:1

BTEC Level 3 Extended Diploma in Creative Media Production (Games Development) -Triple Merit

Online Courses –

Training Square, AutoCAD 2D and 3D Design course

Woodlands School -

5 GCSE Grades C or higher

Contacts

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Personal Portfolio. www.owenneighbour.com/

LinkedIn. <https://www.linkedin.com/in/owen-neighbour-93035a164/>

Specialisation

- I am highly skilled at simulating realistic textures in photoshop and Substance Painter.

- I am very proficient with various game engines, implementing assets and using C# and Python programming languages.

- I have great communication between others in group projects

Experience

Tesco Extra Pitsea – 2018/2020

I worked early hours to ensure the shops trollies were sorted and cleaned before the bulk of the customers arrived, this involved moving through traffic to retrieve the trollies and removing all objects and substances from them to be used again.

Freelance 2020 – 2022

I worked on commissions for character art online, these would be made through photoshop and adjustments would be made based on what the customer would prefer, this would repeat until the customer was satisfied with the product.

References

Ramakrishna Maccha

Southend on Sea

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