

PORTFOLIO

CHARLIGHTART.COM

RESIDENCE

Worcestershire United Kingdom

SKILLS

Adobe Photoshop Maya zBrush

Communication Organisation Public Speaking Teamwork

INTERESTS

Video Games
Drawing
World of Warcraft
Singing
Photography
Fantasy Genre

CHARLOTTE LAWRENCE

Concept Artist & Illustrator CharlightArt@gmail.com

PERSONAL STATEMENT

As an artist who loves video games, I am very passionate about design and creating imaginary worlds, characters and props for people to explore, connect with and discover. I am a team player, being very approachable and have a positive outlook with a growth mind-set. I am always looking to enhance my existing skills and practice my craft. Additionally it is my desire to be a very friendly and helpful member of the team, ambitious to work well with excellent results.

EXPERIENCE & VOLUNTEERING

JUN 2018
- CURRENT
(10 MONTHS)

JUNIOR ARTIST @ FLIX INTERACTIVE

Currently working at Flix I have created concept art, illustration, pre-visualisation work and UI design for their own IP Eden Star and a number of AAA client projects, including Crackdown 3, and unannounced/unreleased titles.

AUG 2016

GAMESCOM STALL ASSISTANT @ UKIE

I was one of three students to be sponsored by Ukie to attend Gamescom with them, where I helped with running and setting up their stall.

APR 2015

SPEAKER & STEWARD @ THE NORWICH GAMING FESTIVAL

Here I presented a 30 minute talk on the "Visual Development of Games; How can I become a Video Games Artist?" to the public.

EDUCATION

2017 - 2018 1ST Class Hons

Birmingham City University

MA in Video Games Development

Artist for the game 'Panda Palate', published on the Android Store within a group of 6 others.

2014 - 2017 1ST Class Hons

Norwich University of the Arts

BA (Hons) in Games Art and Design

1 Week Games Jam (Team of 5) - Won the best 3D Game award (I contributed towards the asset texturing and UI)