

Kim Cuthbertson

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SKILLS

Hard Skills

Digital illustration, 3d modeling, texturing, rigging, animation

Soft Skills

Communication, punctuality, patience, adaptability, optimism, teamwork

Software



Photoshop



Maya



Flash



Illustrator



ZBrush



Unity



UDK

WORK EXPERIENCE

Nerdcrafteria - Contract Artist

2014 - 2016

- + Created images for Buycraft packages
- + Created images for promotional purposes

Pixel Pi - Contract Artist

2013 - 2014

- + Rigged & animated 3D character "Moko"

Tiger Shark Studios - Contract Artist

2013

- + Created 3D assets
- + Animated 3D models

Fathom Interactive - Artist

2012

- + Optimized 3D levels for mobile
- + Created 3D and 2D environmental assets
- + Created concept artwork

Nine Tail Studios - Contract Artist

2012

- + One month contract
- + Created concept artwork for characters

PROJECTS

The Mask of Qi - Artist

2012

- VFS Game Design student project
- + Designed, modeled, and textured environment assets and characters
- + Rigged and animated characters
- + Communicated with art collaborators

Nominated for "Best Student Project" at the 2012 Unity awards.

EDUCATION

VFS - Game Design

2012

Diploma with Honours

VFS - Foundation Visual Art and Design

2011

Diploma with Honours