Cassita Hibbert

Profile

I'm a creative fast learning person who has developed communication and problem-solving skills after partaking in multiple collaborative projects.

I pride myself on being hardworking while thinking outside the box to develop and deliver projects to suit the client.

I am eager to be challenged in order to further grow and improve my skills

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Interests

Animation
3D Design
Gaming
2D Art
Art trades
Learning French
Reading
exercise
Game Jams

Education & Qualifications

September 2013 – July 2018
Enfield County School for Girls
English 4, Higher Maths 5, Art and Design – Fine Art 6, Computer Science 4, Combined Higher Science 5.

September 2018 – July 2020
Big Creative Education
Cambridge Technical Diploma in Game Design– Grade D*D
- Won the title of most outstanding student in 2019 and 2020
- Team recipient of the 2019 Young Enterprise Program Award for Customer Service
- 2020 Nominee and winner of the Jack Petchey Achievement Award for Outstanding Achievers
- Founding member of the BCE Black Horse Knights E-Sports Team

Experience

Generation multiverse
Software engineer trainee
April 2021 – May 2021
An intense 6-week course to teach software engineering skills along with Html, CSS, Bootstrap and JavaScript
- Completed timed team tasks to deadline
- Built a CV website from scratch
- Completed To-Do web app final project to deadline

(Bellow is whilst studying at Big Creative Education)

Waltham Forest Council
Unity Programmer / UI Artist/ Concept Artist / 3D Artist
September 2019 - December 2019
Had the opportunity to work as part of a team where I took on multiple roles in the scheduled pipeline, to complete an educational space themed game, all about computer safety and security.

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Skills

2D art	●●○○○
Maya	●●●●○
Blender	●●●●○
Unity	●●○○○
C#	●○○○○
Html	●●○○○

Contact details

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Email: cassitahibbert@outlook.com

Art Station:
https://cometturtle.artstation.com

Linked-in

https://www.linkedin.com/in/cassita-hibbert-9a113b166/

CV website

https://cometturtle.github.io/Cassita-Hibbert.github.io/main_index.html

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- Consistently met set targets within an adequate timeframe
- Designed, modelled and rigged the main 3D character of the game
- Assisted team leaders to identify workflow issues, problem solved and delivered solutions
- Designed and programmed an entire level of the game single handed
- Dealt with all correspondents via phone, emails and during face-to-face meetings
- Designed and implemented UI throughout the game
- Prepared presentations and pitched ideas on how to improve performance and efficiency for the game.

Framestore
June 2019 - June 2019 (1 week)
I and a handful of others were granted a week at Framestore to meet industry professionals, learn new skills and get a feel for a real production pipeline.

- Shadowed industry professionals
- Partook in work reviews with the 3D animation and VFX departments
- Attended Autodesk Maya and VFX workshops
- Analysed archived files and scenes

Walthamstow Council
Junior App Designer
May 2019 - July 2019
Worked one day a week as part of a team to develop a chatbot app for the council, that would help record and report local crime in the borough, in partnership with the Metropolitan Police.

- Proactively participated in meetings and helped create new best practices
- Dealt with all correspondents via phone, emails and during face-to-face meetings
- Prepared presentations and pitched ideas on the design of the UI.