

Cassita Hibbert

Profile

As a creative fast learner, I have the ability to work collaboratively or on my own, when managing multiple projects.

I pride myself on being hardworking and someone who is able to think outside the box when given a brief or instructions.

I embrace a challenge and love learning new skill sets, in order to further my development.

Interests

Animation
3D Design
Game Design
Gaming
Game Jams
2D Art
Graphic Design
Reading
French for beginners
Baking

Education & Qualifications

Enfield County School for Girls

September 2013 – July 2018

English 4, Higher Maths 5, Art and Design – Fine Art 6, Computer Science 4, Combined Higher Science 5.

Big Creative Education

September 2018 – July 2020

Cambridge Technical Diploma in Game Design– Grade D*D

- Recipient of the 'Most Outstanding Student' in 2019 and 2020
- Team recipient of the 2019 Young Enterprise Program Award for Customer Service
- 2020 winner of the 'Jack Petchey Achievement Award' for outstanding achiever
- Founding member of the BCE Black Horse Knights E-Sports Team.

Experience

Generation Multiverse

Software Engineer Trainee

April 2021 – May 2021

6-week course where I learnt software engineering skills along with Html, CSS, Bootstrap and JavaScript.

- Completed all tasks within set deadlines
- Built a CV website from scratch
- Completed to-do web app final project.

(The following was 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.

- 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

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Skills

2D Art / Autodesk Maya /
Blender / Unity / Html /
Time Management /
Problem Solving /
Teamworking &
Networking

Contact details

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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

- 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)

As part of a selected group, I was lucky to experience working here, where I met industry professionals and learnt new skills along with experiencing a live production pipeline.

- Shadowed industry professionals on projects
- Participated on work reviews with the 3D animation and VFX departments
- Attended Autodesk Maya and VFX workshops
- Researched and analysed archived files and scenes.

Walthamstow Council

Junior App Designer

May 2019 - July 2019

Worked for 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.

(The following was whilst studying at Enfield County School for Girls)

Asda

Sept 2017- sept 2017 (2 weeks work experience program)

I underwent a 2-week placement in Asda's Southgate branch. Where my general duties were to:

- Replenished stock
- Tidied and helped to organise displays
- Assisted customers when needed.