## Personal Statement

I am currently studying Computing and Creative Design (BSc Hons) at Robert Gordon University. I have gained relevant, practical experience in both 2D and 3D mediums and have achieved consistently high grades, passing second and third year with distinction. Ambitious and enthusiastic, I am looking for opportunities to gain professional experience and hone my creative skills, especially in regards to 3D modelling, animation, graphic design and games development. I take my work seriously, but also think it's important to have fun with it and experiment - I enjoy working in a bold style influenced by comics/manga and video games. Any opportunities would receive the same dedication and integrity I have for all my work.

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## Skills

- **2D and 3D Animation** - 2D animation in ToonBoom Harmony and 3D animation in Blender, with an understanding of the 12 principles. Key skills of character design and visual storytelling aided by camera work and strong concept development fundamentals, including storyboarding and gesture sheets.

- **3D Modelling** - Using Blender to create detailed objects, environments and characters. Understanding of various techniques to create low-poly models, develop them into high-poly models, then produce high-quality renders. These include texture mapping, UV-unwrapping and character rigging. I also know techniques for scene lighting, cinematography and to optimise Blender files, reducing size and improving render speed.

- **Graphic Design** – experience using the Adobe Creative Suite, primarily Illustrator, Photoshop and InDesign. Good understanding of design principles and composition techniques. Knowledge of user-centred design philosophies and accessibility considerations.

- **Programming languages** - Knowledge of coding languages including HTML, CSS and JavaScript, used in web development and programming modules. Additionally have experience in game development using Unity and the C# language. Have produced both 2D and 3D games, importing my own Blender models or photogrammetry scans as assets.

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## Experience / Volunteering

Creative Representative, RGU Computing Society, *August 2024 – Present*

Will be representing the creative disciplines (e.g. Computing and Creative Design, Digital Media) on the committee in the upcoming academic year.

Third Year Representative, RGU Computing Society, *October 2023 – August 2024*

I held the position of Third Year Rep, helping organise and run monthly events including a Halloween pub quiz, Blender workshop for beginners and RGU's annual 24-hour Hackathon. I additionally produced graphics and promotional material. This role requires the ability to communicate and collaborate effectively with others. The Hack is the largest event of its kind in the North East of Scotland, providing participants with programming challenges and networking opportunities with

various industry sponsors. I was responsible for helping participants and sponsors alike - the 2024 Hack had 200+ attendees, the highest on record, and won the Volunteer Project of the Year award from the Student Union.

Class Representative, *October 2023 – June 2024*

Elected as the class representative for my course last academic year. My class rep Duties involve liaising with those on my course, keeping them informed, engaged and relaying their feedback to staff in meetings. Class Reps are occasionally involved in decision-making regarding changes to modules going forwards – we need to be reliable and trustworthy.

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**Education**

Mearns Academy, *September 2015 – May 2021*

Robert Gordon University, *September 2021 – Present*

**1st Year Modules**

- CM1108 Creative Design – Pass
- CM1105 Digital Graphics Techniques – Pass
- CM1112 Introduction to Programming – Pass
- CM1113 Software Design and Development – Pass
- CM1114 Web Design Technologies – Pass
- CM1109 Exploring Computing Devices – Pass
- CM1102 Problem Solving and Modelling - Pass

**2nd Year Modules**

- CM2101 Database Systems – A
- CM2104 Dynamic Web Development – A
- CM2112 Real World Projects and Professional Skills – A
- CM2113 Design Principles and Context – A
- CM2114 2D Animation - B
- CM3133 Games Prototyping – B

**3rd Year Modules**

- CM3114 User Centred Design - A
- CM3119 Multimedia Component Design - A
- CM3128 Design Principles in Composition – A
- CM3129 3D Character Animation – A
- CM3112 3D Modelling – B
- CM3131 Mobile Application Design and Development - B
- CM3132 Research Methods - B
- CM3130 Interdisciplinary Team Project – C