

Stephanie Abbott

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Personal Profile

A motivated, adaptable, and creative individual with five years of professional experience in 2D illustration and character design. Currently looking into data analysis through an 8-week Digital Skills Bootcamp at JustIT Training. Skilled in analytical thinking, storytelling, and technical creativity, I aim to bring a unique perspective to data technician roles by combining technical proficiency with a creative approach to problem-solving.

Key Skills

Technical Skills

- *Data Analysis Tools: Power BI, Tableau, MS Excel, SQL*
- *Programming Languages: Python (including Ren'Py), R, p5.js, C#*
- *Database Management: Relational and non-relational data in Azure*
- *Art & Design Software: Clip Studio Paint, Photoshop, Adobe Illustrator, Autodesk Maya*
- *Game Engines: Unity (Beginner), RPGMaker, Twine*

Soft Skills

- *Communication and collaboration*
- *Creativity and attention to detail*
- *Enthusiasm and adaptability*
- *Analytical and numerical problem-solving*

Training and Education

10/24- 12/24

Just IT Training Ltd, London

Digital Skills Bootcamp: Data Technician

An eight-week intensive bootcamp covering the fundamentals of Data Technician.

- Data, Big Data and Data Structures
- Data Architecture & Governance
- Data Analysis using MS Excel.
- Introduction to Data Visualisation with MS Excel Tableau and Power BI
- Module 4- Data Analytics – Power BI
- Introduction to Database- Access & SQL Assignment
- Azure Fundamentals - Module 4- Fundamentals of data analytics
- Azure Fundamentals - Module 3- Non -relational data in Azure - Access (DB)
- Azure Fundamentals - Module 2- relational data in Azure (DB)
- Azure Fundamentals - Module 1- core data concepts- Software SAAS, Cloud
- Data Analysis via Python programming - Utilising Pandas, Matplotlib & Seaborn

09/21-07/24

Royal Holloway, University of London

- Video Games Art and Design
- Graduated with Upper Second-Class Honours (2:1)

Core Modules:

- Game Development and Pipeline
- Narrative Structure and Creative Writing
- 2D/3D Art Development
- Coding in Games

Coding Languages:

C#, Python, HTML, P5.JS

Final Year Project:

- *"Chronicles of Albion" – Created a steampunk fantasy visual novel featuring C# coding, narrative design, interactive storytelling, 2D character art, and asset design.*
- *"Museum of Mythology" – Created a website in Glitch using P5.JS including hand-made illustrations of mythological beings and people outside of Greek and Roman mythology.*

09/19-07/21

BRIT School, Croydon

UAL Level 3 Extended Diploma (Merit)

09/13-07/18

Bishop Justus C of E Secondary School, Bromley

12 GCSEs including English, Maths and Science

Employment History

06/19-Present

Illustrator and Freelance Artist

High Technology Publishing Ltd, Bromley

- Illustrated for the 8-Bit Symphony project, blending artistic vision with orchestral inspiration for media like CDs and concerts.
- Produced illustrations featured on BBC's "The One Show" and in concert programs.

06/19-Present

Freelance Artist

UK, Remote

- Designed creative products such as bookmarks for the book "Master of Magic - Rob Hubbard."
- Created recreations of art styles for clients and projects.

Interests, Hobbies and Achievements

Hobbies:

- **Game Design:** Created and released games such as "You're Trapped in a Room with a Killer Goat"
- **Art Exploration:** Developed expertise in 2D backgrounds, UI, and character assets for farming simulators and narrative-driven games.
- **Storytelling and Writing:** Passion for creating narratives and interactive experiences.

Additional Info:

- Bilingual in English and Russian, with excellent written and verbal communication skills in both.
- Released multiple narrative-driven visual novel games and illustrated for high-profile projects like "8-Bit Symphony".
- SQL Fundamentals, proficiency in Tableau and Power BI, and experience with Python.

References available upon request