

Natalie Smith

DIGITAL ARTIST & CRAFTSWOMAN

SKILLS

- Paint Tool SAI
- Aseprite
- Painting
- Knitting
- Sewing



CONTACT

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HOBBIES

- GAMING
- TV SHOWS
- MOVIES
- MUSIC

I am a passionate, imaginative and conscientious digital artist and craftsman. I've always been a creative person and my ambition is to be employed in a creative industry. I create digital artwork often with popular industry standard software alongside using top grade hardware.

I enjoy sketching on my graphics tablets and creating a variety of different 2D artwork ranging from pixel art to seeing line art to completion. I also have knitting and sewing skills alongside other non-digital artwork experience and I have plans to sell my creations online.

INTERESTS

- ART STYLES
- 3D SCULPTING
- ANIMALS
- CARS

EXPERIENCE & EDUCATION

Worked in a warehouse picking and packing chocolate products, was part of a team to manage a warehouse. I gained various skills such as communication, team building and independent skills.

I had work experience as part of my secondary education as a stable hand where I maintained the stable and horses. Gained animal care and team building skills.

Level 1 First Diploma. Graduated with a pass grade. I gained drawing and other various artistic experience such as pottery making, metal work, sewing and painting.

Achieved several GCSE grades at my local Frederick Gents secondary school. Chose art & design and technology for my chosen GCSE subjects. Gained a variety of creative art skills.

2012 - 2014
Warehouse Operative
Thorntons Ltd

2010
Stable Hand
Parkside Stables

2010 - 2011
Art and Design
Vision West Notts

2010
Secondary Education
Frederick Gents School

PORTFOLIO HIGHLIGHTS

2021 - CURRENT
Video Game
Blight of the Rose

2020
Video Game
Pixel Pinball Arcade

2015 - CURRENT
Knitting Products
From Pattern

2009 - CURRENT
Digital Drawings
Various Art Software

Working in a team of two to create a 2D side scrolling video game in Unity. I am responsible for creating various art assets in the pixel art style. It will be released on multiple platforms.

Worked in a team of two to create an android arcade video game in Unity. I was responsible for creating various art assets in pixel art style. It was published to the Google Play store.

Followed knitting patterns to create multiple stuffed animals and clothing accessories. Put my own twist on the pattern to make them look unique. Available to see on my Pinterest profile.

I have been creating digital drawings for a long time using a variety of different art software such as Paint Tool SAI. I usually like to draw fantasy animals, characters and practice 2D animation.

SOCIAL MEDIA



Facebook
[/natsmith1219](https://www.facebook.com/natsmith1219)



LinkedIn
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Twitter
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PORTFOLIO



Game Art
finechapgames.com/nataliesmith



Deviant Art
[/foxydj](https://foxydj.deviantart.com/)



Knitting & Crafts
Pinterest
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