

Michaela Blanchfield

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PORTFOLIO

michaelablanchfield.com

ABOUT ME

I am Michaela Blanchfield, a virtual artist and game designer living in Dublin, Ireland. I am driven to hone my craft, master the tools of my trade, work towards the cutting-edge and succeed at ever-more ambitious projects. I have a keen interest in pursuing and creating 3D assets that are visually beautiful. I am a firm believer that ensuring the quality of both of these technical and visual elements of a project will result in a happier team and an awesome product overall. I am excited by the future of virtual art as it crosses over between games, movies, television and virtual reality experiences as it is enjoyed by millions of people. I like to work hard, be challenged, make my contribution and consistently improve my skills. If I can do this at your company, then I would be interested in working with you. I have always had a passion for the artistic and visual aspect of game development, and I always strive to bring originality into my work. My long-term goal is to build a successful career as a virtual artist in the games industry.

EDUCATION

Technological University of Dublin, 1st Class Honours

2018 – 2022

Bachelor of Arts (Honours) in Game Design

- Developed a fast-paced single-player 'bullet-hell' shooter game called Ventilate for my final year project. I was the primary 3D artist and secondary 2D artist in a team with four friends. I was responsible for creating the logo, all the environmental assets and a portion of the game's UI sprites.
- Developed an online educational farming game called Farmyard Architect for AgriKids.ie in 2021. I was the primary 2D and 3D artist in a team with four friends, where I was responsible for creating all the environmental assets and in-game character models.
- Recreated a short cinematic scene from Netflix's Castlevania (2017) into 3D using the Unity3D engine in 2021 as an individual project. Environmental asset meshes and Dracula himself were modelled via Sketchup and Adobe 3ds Max. This assignment received a grade of 81%.
- Modelled an isometric room interior which conveys environmental storytelling based on the fictional video-game character Aiden Pearce from *Watch_Dogs* (2014), which received a grade of 85%. It is available for viewing on my Sketchfab.com profile.
- Awarded the 1916 Bursary Fund scholarship (2019-2022).

Greenhills Community College

2017 – 2018

Software Development with Games Design (Level 5)

- Achieved seven out of eight Distinctions.
- Learnt the basics of software architecture, web authoring, app development, C# and Java programming.

ACHIEVEMENTS

- The Sketchfab.com Community Team shared my downloadable model '[Grand Classic Edwardian Dining Armchair](#)' on Facebook, Twitter and their official 'Featured Free Downloads' collection. I was sent a postcard from Sketchfab as acknowledgement of their appreciation.

COMPUTER SKILLS

- **3D Graphics Software:** Proficient with Autodesk 3ds Max, Autodesk Mudbox and Sketchup. Familiar with Blender and Substance Painter.
- **Game Engines:** Proficient with Unity3D. Familiar with Unreal Engine and GameMaker Studio.
- **Operating Systems:** Proficient with Windows. Familiar with Linux and macOS.
- **Photo Editing:** Proficient with Adobe Photoshop and GIMP.
- **Miscellaneous:** Familiar with GitHub, Arduino, Android Studio and Panda3D.
- Typing speed of approximately 80 words per minute.

SKILLS & INTERESTS

- **Skills:** Creativity, artistic interest, attention to detail, visual thinking, time management, problem-solving, persistence, strong work ethic, honesty.
- **Interests:** Drawing, painting, computerized 3D modelling, gaming.

REFERENCES

Sarah Baylus

Lead Writer at Larian Studios

Team Supervisor for the development of Ventilator (2022)

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Sean Blanchfield

Former CTO of Jolt Online Gaming

Co-Founder and Former CTO of DemonWare

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