

TRANS MEDIA

00





STUDENTS

YEAR 1

Alex Chaffey
Amber Jones
Amy Canchez
Eden Smithbury
Ellis Peacock
Imogen Buttimore

James Clarke
Kate White
Keira Geary
Michael Webb
Rob Berrisford-Smith
Tobias Cox

YEAR 2

Abi Kusneraitis
Daniel Herbert
Ethan Gunn
Jacob Proctor
Jamie Joyce
Josie Hitchcock

Oskar Prahl
Phoebe Biddle
Rodothea Papachristoforou
Sean Canning
Will Docherty
Zac Mills

YEAR 3

Aidan Waldron
Anusha Rai
Cat Phongsinual
Dylan Farr
Jan Pelagio
Kat Evans

Kristine Berg Evensen
Luke Wesley
Maia McGhee
Michael Foster-Reed
Oliver Pullar
Samantha Masson



EDEN SMITHBURY YEAR 1: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Photoshop, Illustrator, InDesign, After Effects, HTML & CSS

I came to study at Winchester because of the course material and the welcoming atmosphere of the university. My journey began by doing web design, but currently I feel my favourite parts of design are typography, iconography, and I particularly enjoy logo design.

IMOGEN BUTTIMORE YEAR 1: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Illustrator, XD, Procreate, HTML & CSS

My name is Imogen and I am a first year digital media design student. I enjoy designing logos, web design, branding and drawing on my iPad. I love learning new design skills and being able to explore new design concepts!



ABI KUSNERAITIS YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Illustrator, Photoshop

Hello! I'm Abi, I am a designer with a passion for graphic design and an interest in advertising and branding. I am currently trying to expand my knowledge in Adobe softwares and learn Adobe XD and Adobe Dimensions.



DANIEL HERBERT YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Illustrator, InDesign, XD Dimension, Affinity Suite, Motion 5, HTML & CSS

I'm a customer and user experience designer, committed to meeting and exceeding client visions whilst remaining commercially focused. Strong ability to combine technology, design, and passion for creating different graphics styles to bring people together and leave a lasting impression.

ETHAN GUNN YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Photoshop, Illustrator, XD, After Effects, InDesign

I'm Ethan, I am a digital designer who is good at communication which helps my teamwork skills, I like to speak my mind and help others. I specialise in branding along with UI/UX design. I look forward to expanding my experiment in the work environment and digital media industry.



SEAN CANNING YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Photoshop, Illustrator

I enjoy creating vibrant and fun digital designs to catch people's attention. I specialise in logo design, branding and graphic design. 100



WILL DOCHERTY YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Figma, Illustrator, Photoshop, XD

I like to make design things and then design them.



JOSIE HITCHCOCK YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Photoshop and Illustrator but do have experience in most other adobe software

Hi I'm Josie I study at the University of Winchester. I'm passionate about all things creative. I specialise in branding and graphic design. I also enjoy creating apps and connecting with others in my field. Recently, I've been expanding my skills and pushing my abilities to create interesting and creative designs which I can optimise within the industry.

RODOTHEA PAPACHRISTOFOROU YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Photoshop, Illustrator, InDesign, XD, Procreate

I am a designer with a passion for creating fun and unique branding that is memorable and leaves a lasting impression. I look forward to further developing my skills and getting to work with more clients in the future as my end goal is to become a freelance designer.



JACOB PROCTOR YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Illustrator, Photoshop, XD, Blender

Hi, I'm currently a 2nd year student at the university of Winchester and do part time freelance work. I specialize and have a growing passion for web design, logo design and 3D modelling which benefits my other skills. I'm excited to expand my knowledge within the industry.



JAMIE THOMAS JOYCE YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Photoshop, Illustrator, InDesign, After Effects and XD

Greetings I am Jamie Joyce and I am a Digital Graphic Designer who likes to combine symbolic meaning with functionality as I strongly believe Design and Development go hand in hand.

I have completed my first year at Winchester university and I am halfway through my second.



PHOEBE BIDDLE YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Photoshop, Illustrator, XD

Hi I'm Phoebe, I am a designer that focuses on illustration. In my spare time I enjoy drawing and playing story driven games, which has inspired my passion for character design. I am looking forward to expanding my skills with graphic and UI design.



ZAC MILLS YEAR 2: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS: Illustrator, Photoshop, After Effects, Sketching and Illustration

Yo! I'm Zac, a wannabe illustrator and designer who specialises in 2D artwork, and after effects animation. Ideally I'd want to get into either cartoon shows, comic books, concept art or book illustrations but I'm pretty open to doing anything involving design in the future, especially if it involves illustration.



AIDAN JACK WALDRON YEAR 3: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS:

Photoshop, Illustrator, XD

I'm an artist proficient in traditional design as well as digital design. I'm developing a NFT collection called StoneyTigersClub. My professional portfolio can be found on instagram @ajwaldo_art.

KAT EVANS YEAR 3: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS:

Photoshop, Illustrator, XD,

Procreate, Illustrator, InDesign

I have loved drawing for as long as I can remember, which has transformed into digital art and graphic design. I enjoy the process of the development of the design and turning it into a professional piece of work. In my spare time I enjoy learning about different technologies, and practising my carpentry skills by building different pieces of furniture. After university, I would like to work in the marketing industry that focuses on one or all of my interests.



OLIVER PULLAR YEAR 3: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS:

Premiere Pro, Photoshop, After Effects, InDesign, Illustrator, Capture One

Having gained recent work experience within a photographic studio focused on advertising, I have developed photography, filming, typography animation and video editing skills. Working at a professional level I have communicated effectively with various advertising professionals. I am aiming to work within advertising as a career.



MAIA MCGHEE YEAR 3: DIGITAL MEDIA DESIGN

SOFTWARE SKILLS:

Photoshop, Illustrator, After Effects, XD

Hi! I'm a graphic designer who likes to do a little bit of everything but mainly focuses on illustration, animation and UI/UX design :)





STUDENTS

YEAR 1

Bradlee King

George Wolfe

Sam Thomas

Xander Neale

YEAR 2

Sinead Marais

YEAR 3

Alexander Wardle

Alfie Smith

Luke Allisstone

Marcus Marszalek



BRADLEE KING

YEAR 1: DIGITAL MEDIA DEVELOPMENT

SOFTWARE SKILLS: Visual Studio Code, Figma, Unity, Unreal Engine, Blender, Photoshop, Illustrator, XD

I am a very passionate individual that enjoys spending his time coding within HTML/CSS and JavaScript. To me coding is a form of art. Playing games within my free time as well, mainly replaying the dishonoured series as they are my favourite games. Hanging out with mates or drawing.

SINÉAD MARAIS

YEAR 2: DIGITAL MEDIA DEVELOPMENT

SOFTWARE SKILLS: HMTL, CSS, Bootstrap, Laragon, PHP, Vue/Nuxt.js, Photoshop, Illustrator

I have a fascination for all things design and am currently trying to incorporate that into my frontend development skills. I am building a portfolio I can be proud of to aid the progress of my future after university. I have a dog called Dustin.



ALEX WARDLE

YEAR 3: DIGITAL MEDIA DEVELOPMENT

I am a Third Year Developer, with skills in various programming languages. I have always had a passion for everything digital and I am keen to get into app development and digital management!



ALFIE SMITH

YEAR 3: DIGITAL MEDIA DEVELOPMENT

SOFTWARE SKILLS: HTML, JavaScript, GO, PhP, React, Blender, Photoshop, Illustrator

My interest in development is primarily in the merging of physical and digital possibilities. My passion for environmental sustainability has been the cornerstone of all my projects and I hope to pursue a path of research and development for environmental devices.

now

out

STUDENTS

YEAR 1

George Craggs
Kirstine Vega
Nathan Kelly

YEAR 2

Luke Rainsford
Nigel Mays
Nikita Sineiko

Roland Baku
Ryan Skeats

YEAR 3

Alex Stickland
Anna McGurk
Charlie Holland
James Palmer

Joe Walsh
Samuel Coath
Tomos Jackson
William Cramb



NATHAN KELLEY YEAR 1: 3D ENVIRONMENTS

My name is Nathan Kelley and I'm in first year. I'm studying 3D environments and over the last year I have been advancing my skills in Blender and have discovered how to texture them, animate them, and create normal maps. I have also been using substance painter for my texturing.

KIRSTY VEGA YEAR 1: 3D ENVIRONMENTS

SOFTWARE SKILLS:

Blender, Notepad++, Quixel, Unity, Unreal Engine

With a love for games and art alike, I am a 3D artist that focuses on designing and creating assets ready to be placed into the game world. Rigging and animating said assets helps bring the game to life and helps reach the target audience we're trying to achieve.



NIKITA SINEIKO YEAR 2: 3D ENVIRONMENTS

SOFTWARE SKILLS:

Blender, Unity, Unreal, Quixel Mixer, Photoshop, HTML, CSS

3D Environment & Generalist Artist who's always looking to expand their knowledge and skills to improve their work! Worked on various client projects for 2 years, successfully meeting all deadlines. Very optimistic, passionate, team player, and ready for new challenges! We are the creators; we make those dreamed worlds into reality!



LUKE RAYNSFORD YEAR 2: 3D ENVIRONMENTS

SOFTWARE SKILLS: Blender, Unity, Illustrator

I am a 3D design student working at Winchester University. I enjoy creating 3D Environments, products and 3D exteriors for my projects in Blender. I am also building my skills in the Unity game engine to make VR applications and Illustrator for creating my personal brand.

ROLAND BAKO YEAR 2: 3D ENVIRONMENTS

SOFTWARE SKILLS: Blender, Photoshop, Unity, Unreal Engine, Revit

Hi, I am a 3D artist passionate about realistic game environments, interested in 3D modelling, architectural visualisation and VR. In my spare time I like to travel, scuba dive and take photos. To find out more about me and my work check out my portfolio on my website.



RYAN SKEATS YEAR 2: 3D ENVIRONMENTS

SOFTWARE SKILLS: Blender, Unity, Quixel Mixer, Python, Illustrator

I am a 3D Environments student with a passion for the AR/VR side of it all. I enjoy gaming and film animation, and love learning new things about the industry. Outside of Tech, I enjoy racquet sports and going out exploring the countryside to balance out the inactiveness!



FIRST LAST YEAR 3: 3D ENVIRONMENTS

SOFTWARE SKILLS: Blender, Unreal Engine, Avolites, GrandMA2

I enjoy Lighting design as well as playing and listening to music and playing games. My hopes are to go into a Lighting Programming Job or a 3D job in the games industry

JAMES PALMER YEAR 3: 3D ENVIRONMENTS

SOFTWARE SKILLS: Blender, Unity Quixel Mixer, Photoshop, InDesign

I am James Palmer, a third year student with an interest in creating 3D worlds and virtual realities. I strive to create and model, improving my work after each creation and taking any opportunity to learn new invaluable skills



TOMOS JACKSON YEAR 3: 3D ENVIRONMENTS

SOFTWARE SKILLS: Blender and a touch of experience in Unreal Engine 4

A huge fan of History, Fantasy and Science Fiction, and I relish the opportunity to explore these interests in my work in 3D. Bringing them to life, much in the same way an artist likes to bring something from the mind to the page, so do I like to do in 3D art

WILLIAM CRAMB YEAR 3: 3D ENVIRONMENTS

SOFTWARE SKILLS: Blender, Unreal Engine 4/5, Quixel Mixer, Photoshop

Aspiring Game Artist and Developer specialising in 3D Sculpting but branching out across all areas of 3D and Development. I strive to continuously develop skills across the industry to better understand my place within it.



move

play

move

STUDENTS

YEAR 1

Kevin Taylor
Maximillian Le Riche
Nathan Kelly

YEAR 2

Cherry Hau
Ervin Puksts
Saaya Sekiguchi

YEAR 3

Yurie Shigemura



TOMAS DULKYS YEAR 1: 3D VISUALISATION

SOFTWARE SKILLS: 3ds Max, Blender, AutoCad, Photoshop, Illustrator, InDesign, SketchUp

I'm a 3d visualiser. I am flexible and I focus my attention to personal development and maintenance of work-related skills.

My passion is to create a photo-realistic 3d images. The Creation of 3D models, lightning, texturing, environment and rendering are my drives in life. They flow through my veins and make me feel like a fish in the sea.



CHERRY HAU YEAR 2: 3D VISUALISATION

SOFTWARE SKILLS: Blender, GIMP, Unity, Illustrator, Microsoft Office

With a love for cel-shaded aesthetics and pastel colours, I am a 3D artist currently specialising in non-photoreal character modelling and rigging for animation and entertainment; I hope to eventually get into creating character models for animated films or television.



ERVINS PUKSTS YEAR 2: VISUALISATION

SOFTWARE SKILLS: Adobe Suite, Blender, Revit, ArchiCAD, Microsoft 365

A highly motivated and IT systems experienced young person. Student representative at the University of Winchester and a passionate bachelor's degree digital media design: 3D visualisation learner. I am currently looking to make a progress in my professional career and get experience in working within the industry of my studies and interests.



SAAYA SEKIGUCHI **YEAR 2: 3D VISUALISATION**

SOFTWARE SKILLS: Blender, ArchiCAD, Maya, Photoshop, Illustrator

I'm Saaya, a 3D Student from Tokyo. I spend my time creating outfits for Zepeto in Maya and miniature models in Blender. I'm interested in the entertainment industry and developing my skill now. I am passionate about fashion and K-pop in my free time. please check my Instagram.

YURIE SHIGEMURA **YEAR 3: 3D VISUALISATION**

SOFTWARE SKILLS: Blender, Autodesk Revit, Unreal Engine 4, Photoshop, Illustrator, InDesign, XD

I am extremely interested in architectural visualization and furniture design. After attaining my degree, I aim to hopefully be able to work for a medium company with a small design team.





STUDENTS

YEAR 1

Amber Jones
Danny Leung
Jamie Barrett
Josh Ellmore
Ollie Cavalheiro-Schofield

YEAR 2

Chris Jones
Darcy Andrews
Luke Jackson
Oliver Goff

YEAR 3

Albert Ignatescu
Alex Pritchett
Dean Collins
Emily Hellwege
Hugo Willis
Jack Day
Lewis Ainsworth
Lucy Hopkins



LUKE JACKSON YEAR 2: COMPUTER AIDED DESIGN

SOFTWARE SKILLS: Inventor, AutoCAD, ArchiCAD, Fusion 360, Revit, Photoshop

I'm Luke, I am a CAD designer that is currently aspiring to be in the mechanical engineering industry. My interest is in creating models/miniatures in my free time, going karaoke when one is announced, going to the gym when I can and putting all my effort into anything I do.

ALBERT IGNATESCU YEAR 3: COMPUTER AIDED DESIGN

SOFTWARE SKILLS: Paintstorm Studio, Aseprite, Blender, Fusion360, GameMaker Studio, Unreal

I am an aspiring Concept Artist and currently working on my own video game. I have a passion for creating characters, worlds and atmospheres that other people can enjoy.



ALEX PRITCHETT YEAR 3: COMPUTER AIDED DESIGN

SOFTWARE SKILLS: Solidworks, AutoCAD, Fusion 360, ArchiCAD, KeyShot, Photoshop

Hi, I'm Alex! I'm an apprentice-trained toolmaker and machinist with a strong set of technical skills, a keen eye for detail, and a genuine passion for CAD. It is the amalgamation of art and science that I love about technical design!

HUGO WILLIS YEAR 3: COMPUTER AIDED DESIGN

SOFTWARE SKILLS: Autocad, Fusion 360, Maya and Archicad

I chose for 3D CAD because I have a passion for creating complicated 3D models, my introduction to CAD was through a work experience and after it was finished i wanted to do more.





DEAN COLLINS YEAR 3: COMPUTER AIDED DESIGN

SOFTWARE SKILLS: AutoCAD, Fusion 360, ArchiCAD, Blender, Maya, Photoshop, Gimp

Hi, I am a 3rd year CAD student, I want to work in the 3D printing industry, but I'm also previously experienced in architecture and product design. I aspire to continually improve my abilities in order to better serve the industry and its future.

EMILY HELLWEGE YEAR 3: COMPUTER AIDED DESIGN

SOFTWARE SKILLS: Blender, Fusion360, Paintstorm, Unreal Engine, AutoCAD

Hi, I'm Emily, and I'm currently a student at the University of Winchester in my third year of Computer Aided Design. With CAD I get to explore both modelling and design. In my spare time I am an artist, which I also like to bring into my projects in my course.



LEWIS AINSWORTH YEAR 3: COMPUTER AIDED DESIGN

SOFTWARE SKILLS: Fusion360, AutoCAD, 2020 Fusion live, ArchiCAD, Revit, Maya, Photoshop, Illustrator

Hello there! I'm Lewis Ainsworth, a 3rd year CAD student aspiring to practice architecture and building design/engineering. In between studies and work placements, I enjoy playing a variety of sports, going to the gym and taking a stroll around the Winchester markets and countryside.

LUCY HOPKINS YEAR 3: COMPUTER AIDED DESIGN

SOFTWARE SKILLS: Twinmotion, Keyshot10, AutoCAD, ArchiCAD, Fusion360, Photoshop, Illustrator, InDesign

I love Integrating my skills of art into my design thinking and produce outcomes that represent my creative flair. In my spare time I enjoy drawing, painting, and reading art history books. After university, I hope to work in a product or packaging design related career.



and
now
we
go
on
and
on
and
on

STUDENTS

YEAR 1

Daniel Lee
Emily Baker
Ian Davey
Meadow Dallimore
Oliver Delfour
Willow Dallimore
Youngju Yun



EMILY BAKER YEAR 1: GAME DESIGN & DEVELOPMENT

SOFTWARE SKILLS: Unity, C#, HMLT, CSS, VSCode

I came from America to study in the UK because I had a particular interest in game development, and Winchester was one of the only universities to offer it. I enjoy most game genres, but my favourites to develop are story, puzzle, and adventure games.

IAN DAVEY YEAR 1: GAME DESIGN & DEVELOPMENT

SOFTWARE SKILLS: Excel and other Microsoft office software, basic Unity, C# and HTML, Photoshop

I am a mature student with a long career of retail and office work. A huge consumer of video games and a fan of new technologies. Hoping to gain new skills and abilities to provide a gateway into a new and exciting career.



MEADOW DALLIMORE YEAR 1: GAME DESIGN & DEVELOPMENT

SOFTWARE SKILLS: Unreal Engine, Unity, Blender, Photoshop, Illustrator, ibisPaintX

Hi! I'm Meadow Dallimore, a game student with a passion for concept art and character design! I enjoy gaming, drawing, D&D, and hands-on activities like creating and painting sculptures. I have a background in Graphic Design, Film Studies, and English, and am always eager to lead and manage group projects.



WILLOW DALLIMORE YEAR 1: GAME DESIGN & DEVELOPMENT

SOFTWARE SKILLS: Photoshop, Illustrator, ibisPaintX, HTML, CSS, C#

Hello! I am Willow Dallimore, a first year Game Design/ Development student at Winchester University. I mainly focus on creating concept art/ character designs for video games as well as coding in game engines such as Unity and Unreal Engine. I also have experience in graphic design

YOUNGJU YUN YEAR 1: GAME DESIGN & DEVELOPMENT

SOFTWARE SKILLS: Java, C#, Python, Ruby, Unity, UnrealEngine, HTML, CSS, Illustrator, Photoshop

Hello! I'm just a guy who loves computer games and automobiles. And I'm very keen to learn anything that relates to computer programs, especially game engines including Unity and Unreal Engine. Other than that, I also like making game assets using Illustrator and Piskel.





STUDENTS

MASTERS

Abbie Dutton
Adam Dennington
Ahmed Alzaher
Beth Dean
Bethany Tompkins
Chloe Padgham
Christopher Helcoop
Dhruvi Malik
Dominic Youk See
Gokul Moorthy

Gregory White
Henry Marks
Lionel Muswibe
Martin Murphy
Maryam Davar
Matthew Tuson
Tia Bonfield
Tina Scahill
Trenyce Wallock



ADAM DENNINGTON MASTER: DIGITAL MEDIA PRACTICE

SOFTWARE SKILLS: Photoshop, Illustrator, After Effects, Premiere Pro, XD, Figma, PrusaSlicer

I'm a passionate multimedia designer with a creative flair, hard-working and committed attitude. Skilled at motion graphics, user experience, video production, brand guidelines and design research. I strive to become a full-time digital designer in the media industry, ensuring that work is delivered to the desired standard.

DHRUVI MALIK MASTER: DIGITAL MEDIA PRACTICE

SOFTWARE SKILLS: Illustrator, XD, Photoshop, InDesign, Figma, After Effects, Premiere Pro

Hi! I am a multimedia designer, sprinkling creativity with innovative ideas and unique approach towards varied projects. Being an enthusiastic team player, my practice includes all the aspects of visual communication. I have a global and versatile perspective towards design and I strive to develop my skills and knowledge accordingly.



GREGORY WHITE MASTER: DIGITAL MEDIA PRACTICE

SOFTWARE SKILLS: HTML5, CSS3, JavaScript, PHP, MySQL, Photoshop, Premier Pro, Illustrator, ATEM.

I am a Neuro-diverse mature student interested in developing IT, Media and VR in the VCSE (voluntary, community and social enterprise) sector. I started a community interest company during my MA to create employment opportunities in Digital Practice.

MARYAM DAVAR MASTER: DIGITAL MEDIA PRACTICE

SOFTWARE SKILLS: Photoshop, Illustrator, After Effects, XD and Premiere Pro

Graphic/motion designer with experience in managing Web and Social Media campaigns. Currently, I am focusing on the field of Accessibility, using the medium of Motions Graphics to better help those with disabilities and health conditions accessing and working confidently in today's online world.



BACK
COVER

BACK
COVER
BACK
COVER
BACK
COVER