



KEELIN ROSE MACGREGOR

CHARACTER | CREATURE ARTIST

CONTACT

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SOFTWARE

 Zbrush
 Substance Painter
 Maya
 Unreal Engine
 Photoshop
 Microsoft Office

SKILLS

- ❖ Digital Sculpting
- ❖ Hard Surface Modelling
- ❖ Character Concept Art
- ❖ Graphic Design
- ❖ Computer Proficiency
- ❖ Teamwork and Management

STATEMENT

I am a Games Art Graduate looking to work as a 3D Character Artist within the games industry. I specialise towards 3D character and creature art, but I have also have an interest in character concept art and animation.

During my time at University, I was a Student Representative for Games Students for three years in a row and in 2021 I was selected for a BAFTA Scholarship, with both experiences being extremely rewarding and helping me develop my abilities as an artist and a team member. I have worked in small teams on projects as both a creative director and a core team member during my degree which gave me good experience at handling multiple roles within a team. This includes being able to do the full pipeline for characters; concept, modelling, retopology, texturing to aiding application in to the games engine.

EXPERIENCE

Freelance 3D Modeller and 2D Artist

JANUARY 2020 – PRESENT

I did both paid and unpaid character modelling and concept work for individuals and teams.

Danveria Digital Limited, Uxbridge

FEBRUARY 2018

I created customisable character concepts for a platformer for IOS and Android.

EDUCATION

The University of Hertfordshire, Hatfield, Hertfordshire - Bachelor's Degree

SEPTEMBER 2018 – JUNE 2022

3D Games Art and Design – FIRST CLASS DEGREE

Uxbridge College, Uxbridge, Middlesex – Level 3 UAL Diploma

SEPTEMBER 2016 - JUNE 2018

Creative Media Production & Technology (Game Design) - DISTINCTION

Dr. Challoners High School, Little Chalfont, Buckinghamshire - GCSE

SEPTEMBER 2011 - JUNE 2016

8 GCSE's including English, Maths and Science - A* - B



- REFERENCES AVAILABLE ON REQUEST -