

# Elisabeth Buttigieg *Associate 3D Artist*

 Sydney, Australia

 [ebuttigieg01@gmail.com](mailto:ebuttigieg01@gmail.com)

 0491020142

 2002/02/25

 [arcanaarts](#)

 [elisabethbuttigieg012](#)

 [ElisabethB-1](#)

 [elisabethb-1.github.io](#)

## About me

---





For as long as I remember, I've been interested in gaming and art. Once I finished High School, I thought to combine my interests into one and pursue a career in Game Art.

In 2020, unaware of what the next few years hold, I started my 3D journey at Academy of Interactive Entertainment (AIE). After two years, in and out of lockdowns, I developed my skills, helped produce several games, and graduated as one of three finalists for Outstanding Artist of AIE for 2021.

During my time at AIE I've had the pleasure to work with some amazing people that have helped me develop my skills as an artist, as a team member, and most importantly, myself. I've produced multiple games, all on a small indie scale, however that has allowed me to experience game development and expand my abilities.

## Experience

---

2022 – present	<b>The Annex</b> <i>Art Director</i>
2022	<b>Liminal Sleep</b>  <i>Asset Artist - Aberration Games</i> Brackeys 2022.1 Game Jam
2021/06 – 2021/11	<b>Karmadillos</b>  <i>Environmental Lead/UI Artist - Aberration Games</i> Major Game Development
2021	<b>Is Anyone There?</b>  <i>Environmental/Asset Artist - Aberration Games</i> Indie 48hr Game Jam
2021	<b>A Christmas Nightmare</b>  <i>Environmental/Asset Artist - Aberration Games</i>
2021	<b>Carnival Carnage</b>  <i>Asset Artist</i>
2020	<b>Positivitea</b>  <i>Environmental/Asset Artist - Ducknado</i>

## Skills

---

### 3D Modelling

Autodesk Maya

### Scuplting

Zbrush/Autodesk Maya

### Concept Art

Adobe Photoshop/Clip Studio/Procreate

### HTML Coding

Visual Studio Code

### Rigging

Autodesk Maya

### Texturing

Adobe Photoshop/3D Substance Designer/3D Substance Painter

### UV Mapping

Autodesk Maya

### Unreal 4

### Unity

### Computer Skills

## Education

---

2022/02 – Present

Sydney, Australia

### Gradutate Diploma of Management

Academy of Interactive Entertainment

2021/02 – 2021/12

Sydney, Australia

### Advanced Diploma of Professional Game Development

Academy of Interactive Entertainment

2020/02 – 2020/12

Sydney, Australia

### Diploma of Screen and Media

Academy of Interactive Entertainment

2020/02 – 2020/12

Sydney, Australia

### Diploma of Visual Arts

Academy of Interactive Entertainment

## Certificates

---

• CUA51020 - Diploma of Screen and Media

• CUA51120 - Diploma of Visual Arts

• 10702NAT - Advanced Diploma of Professional Game Development

## Awards

---

2022

### Outstanding Artist of 2021

Academy of Interactive Entertainment

## References

---

**Lyle Dagleish**, *Game Art and Animation Trainer*, Academy of Interactive Entertainment (AIE)

lyle.dagleish@aie.edu.au, 0449 189 082

**Myles Blasonato**, *Senior Game Designer*, Blow Fish

mylesblasonato.gamedesign@gmail.com