



Elisabeth Buttigieg

Associate 3D Artist

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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

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

 **SKILLS**

- 3D Modelling
 - Texturing
 - Scuplting
 - UV Mapping
 - Concept Art
 - Computer Skills
 - Photoshop
 - Autodesk Maya
 - Unreal 4
 - Unity
 - Rigging
 - HTML Coding
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 **EDUCATION**

Gradutate Diploma of Management <i>Academy of Interactive Entertainment</i>	02-2022 – Present Sydney, Australia
Advanced Diploma of Professional Game Development <i>Academy of Interactive Entertainment</i>	02-2021 – 12-2021 Sydney, Australia
Diploma of Screen and Media <i>Academy of Interactive Entertainment</i>	02-2020 – 12-2020 Sydney, Australia
Diploma of Visual Arts <i>Academy of Interactive Entertainment</i>	02-2020 – 12-2020 Sydney, Australia

 **AWARDS**

Outstanding Artist of 2021 <i>Academy of Interactive Entertainment</i>	2022
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 **CERTIFICATES**

- CUA51020 - Diploma of Screen and Media
 - CUA51120 - Diploma of Visual Arts
 - 10702NAT - Advanced Diploma of Professional Game Development
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 **REFERENCES**

Lyle Dalgleish, *Game Art and Animation Trainer*, Academy of Interactive Entertainment (AIE)
lyle.dalgleish@aie.edu.au, 0449 189 082

Myles Blasonato, *Senior Game Designer*, Blow Fish
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