

Junior Game Artist

Zara Begum



EXPERIENCE

Junior 3D Artist (Summer Placement), Sumo Digital, Sheffield *Jun 2024 – Sep 2024*
Summer placement in the character art team working on an unannounced console title.

- Modelled and textured **6 character assets** in Maya and Substance Painter, each within a **12,000 poly budget**
- Created **4K texture atlases** for 4 characters, following the studio's PBR material pipeline
- Participated in **weekly art reviews** with the lead character artist and art director, iterating on feedback across 3 rounds per asset
- Delivered all assets on schedule for integration into **Unreal Engine 5** by the programming team

Student Ambassador & Lab Assistant, Teesside University, Middlesbrough *Sep 2023 – May 2025*
Part-time role supporting the School of Computing, Engineering & Digital Technologies.

- Demonstrated game art software (Maya, ZBrush, Substance Painter) to **150+ prospective students** at 6 open days
- Assisted lecturers with lab sessions, helping **30 first year students** troubleshoot modelling and texturing workflows

CERTIFICATIONS

Unreal Engine 5 Certified Professional, Epic Games *Mar 2025 – Mar 2027*

Substance Painter Fundamentals (Allegorithmic/Adobe), Adobe *Jun 2023 – Jun 2023*

PROJECTS

Stylised Fantasy Village (Final Year Environment) *Sep 2024 – May 2025*
A fully realised fantasy village environment built in Unreal Engine 5 with stylised PBR materials.

- Created **34 unique assets** (buildings, props, vegetation) in Maya and textured in Substance Painter
- Optimised the scene to run at **60fps on a mid-range GPU** (RTX 3060) with Nanite and Lumen enabled
- Published on ArtStation, receiving **3,200 views and 180 likes** within the first month

Global Game Jam 2025 – 'Roots' (48-Hour Jam) *Jan 2025 – Jan 2025*
Created all 3D art assets for a team of 5 in a 48 hour game jam.

- Modelled and textured **8 game-ready assets** within the jam timeframe
- Won the **audience choice award** at the Teesside University jam site (42 participants)
- Game was downloaded **230 times** on itch.io in the first week after the jam

EXTRA CURRICULAR ACTIVITY

ArtStation Portfolio – Ongoing *Jan 2023*
Maintain an active ArtStation portfolio with **8,000+ total views** and **340 likes**. Published 14 pieces across character art, environment art, and concept work.

Game Jam Organiser – Teesside University *Jan 2024 – Jun 2025*
Co-organised **3 internal game jams** for the university's game development students. Managed registration for **60+ participants** and coordinated judging panels with industry guests.

Volunteer – Into Games (Diversity Initiative) *Sep 2024 – Mar 2025*
Mentored **3 sixth-form students** from underrepresented backgrounds interested in game art careers, reviewing portfolios and sharing application advice.

PROFILE

Game Art graduate from Teesside University with experience in 3D character modelling, environment art, and texture painting for real-time engines. Completed a summer placement at **Sumo Digital**, creating 6 character models for an unannounced title. Participated in **5 game jams** and published environment art on ArtStation (**8,000+ views**). Portfolio at [zarabegum.art](https://www.artstation.com/zarabegum.art).

EDUCATION

BA (Hons) Game Art in Game Art
Teesside University, Middlesbrough
Sep 2022 – Jun 2025

SKILLS

- Maya (3D Modelling & UV Mapping)
- ZBrush (Digital Sculpting)
- Substance Painter & Designer
- Unreal Engine 5 (Asset Integration)
- Adobe Photoshop (Texture Work)
- PBR Material Workflows
- Character Modelling (8K to 15K polys)
- Environment Art & Level Dressing
- Marvelous Designer (Cloth Simulation)
- Git (Version Control for Game Assets)
- Concept Art & Visual Development
- Blender (Secondary 3D Tool)

LANGUAGES

- English - Native
- Bengali - Conversational

REFERENCES

Chris Sheridan

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