

# Cat Dixon

## 3D Artist

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### Summary

I have over 5 years studio and freelance experience as a 3D Artist across a variety of 3D creative industries. With high levels of personal productivity and motivation, I can confidently self manage and strive to improve. I value good working relationships with colleagues and clients most highly, and have found that, as well as hard work, effective communication is the key to most successful projects.

### Education

Teesside University - **Adobe Certified Associate Photoshop CS6 (2013)**  
 Teesside University - **MA Creative Digital Media (2007)**  
 Teesside University - **BA Creative Visualisation 2.1 (2006)**

### Experience

Animmersion UK Ltd  (Feb - May 2014)	<b>3D Freelance Artist</b> <u>Commercial 3D Visualisation</u>  3D Animation, and After Effects for marketing presentations.
IVE Lab  (March 2011 - Jan 2014)	<b>3D Content Creation - Research Associate</b> <u>Serious Games for research</u>  In this Senior role I worked on major global European projects developing serious gaming projects for use in research. I collaborated with a team of programmers using games engines UDK/Unity3D to deliver multiple successful on time projects. I had the responsibility of creating 3D environments, props and characters, as well as, Game Engine Material Set-Up, Animation, Complex Scene Staging using Visual Scripting and outsource asset management where appropriate.
Amazing Interactives  (2010 -2011)	<b>Education Executive</b> <u>Specialist Stereoscopic 3D (Educational Gaming/Live Stage Show Graphics)</u>  In this role I was responsible for; 2D Branding / Marketing, 3D Content for Advertising, QA Stereoscopic and Client Management
Other Freelance Clients  (2007 - 2014)	<b>3D Freelance Artist</b> <u>Commercial 3D Visualisation</u> <ul style="list-style-type: none"> <li>• SEA Design (3D Modeling, Animation, Rendering for Advertising)</li> <li>• Multistory (3D Modeling and Rendering for Pitch/Presentation)</li> <li>• University of Amsterdam (3D Visualisation - Yahoo! Social Media Project)</li> <li>• Office Furniture Africa (Visualization of 3D architectural assets)</li> <li>• Digital City (3D Visualisation for Educational purposes)</li> </ul>

### Software

Photoshop CS6  
 3D Studio Max  
 ZBrush  
 Illustrator CS6  
 UDK/UE4  
 Unity3D  
 After Effects  
 Ndo/Ddo

### Technical Skills

Texturing  
 3D Modelling  
 UV Mapping  
 Props  
 Environment Art  
 Character/Creature  
 Animation  
 Optimisation

### Personal Attributes

Motivation  
 Dedication  
 Enthusiasm  
 Confidence  
 5+ Years Experience  
 Great Communication