

Emma Roseburgh

Website: www.roseburgh.co.uk

Email: emma@roseburgh.co.uk

Education

2013 – 2016 Hertfordshire University
BA (Hons) 3D Games Art & Design.

2011- 2013 MPW Birmingham
A-levels: Mathematics (B), Biology (B), Art (B).

Full Set of GCSEs including Maths and English

Skills

In my final year I created a fully playable game called Sankofa which I made with two other people alongside freelancers. I had responsibility for putting everything together within Unreal, including the following:

- UI; Lighting; Particles; Plugins; Materials; Creating landscapes; Vertex painting
- Using Unreal Blueprints to create gameplay and interesting visuals such as
 - Footprints
 - Inventory Systems
 - Only allowing access to certain levels based on items collected
 - Interactivity with the level including buttons, butterflies and fishes.
 - Creating a procedural mesh creation blueprint as a tool for the layout artist.
- Apex Clothing in Maya and 3ds Max
- Creating Python Code to make jobs easier in Maya, such as shell creation for fur.
- Editing assets so the game stays efficient and looks good. Such as UVs, Textures, Lightmaps, Polycount, Topology and others.
- Optimisation of the game so it runs smoothly on different computers.

Software

During my three years at University I have learnt how to use a wide range of programs including:

- Unreal; Maya; ZBrush; Photoshop; xNormal; Mudbox; Substance Painter; Visual Studio 2013/2015.
- In these programs specifically Maya and Unreal, I've used the languages Python and C++.

In addition to these, I also have the basic knowledge of:

- 3Ds Max, CryEngine and Unity