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|  | A picture containing vector graphics  Description automatically generatedVelma Nasah  3d character artist | | |  |
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| Contact Benfleet,  Essex  velmanasah@outlook.com | | Profile I am a determined and hardworking team player with a passion for all things 3d, specifically character sculpting and look development. Commited to learning, I love exploring different sculpting styles while adding my own flair and improving my workflow. I take pride in being able to problem solve under pressure to achieve the best result. | | |
| Interests Apart from sculpting, I enjoy video editing, reading, learning new K-pop dances, and updating my Letterboxd. I occasionally brush up on my French too. | | Experience *June 2019 – August 2019*  *Volunteer • 2nd Time Around (in aid of UNICEF)*  *November 2021 – February 2022*  *Live Brief • Production Manager • Ian Whittaker (Astrophysics)* | | |
| Portfolio [www.artstation.com/velma\_nasah](https://www.artstation.com/velmanasah) | | Key skills  * Thorough knowledge on the asset creation pipeline from hard surface modelling in **Maya** and organic sculpting in **Zbrush**. * Competent texturing knowledge in **Substance Painter**, Maya and Zbrush. * Basic understanding of Lighting and **Arnold** rendering. * **Xgen** novice. * Competent knowledge of **Unreal Engine** and **Blender**. | | |
|  | | Education **2020-2024 Nottingham Trent University,**  BA (Hons) Animation, MA Animation FT (pending)  **2018-2020 Westcliff High School for Girls,**  3 A Levels Art and Design (A), English Literature and Language (A\*), French (B)  **2015-2018 The British School in Colombo,**  8 IGCSEs (2 A\*s: one in Art, 3 As, 2 Bs 1 C) | | |
|  | | References Available upon request. | | |