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|  | A picture containing vector graphics  Description automatically generatedVelma Nasah3d character artist |  |
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| ContactBenfleet,Essexvelmanasah@outlook.com | ProfileI 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. |
| InterestsApart 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**.
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|  | 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) |
|  | ReferencesAvailable upon request.  |