CARYS LEWIS

3D ARTIST

ABOUT

3D artist with over three years of studio experience, based in Hertfordshire, UK. Lover of all things 3D, with a particular passion for characters and animation. Experienced with creating assets for both games and film. When I'm not creating weird and wonderful characters, you can find me outside in the garden, growing vegetables and building my chilli pepper empire!

CONTACT

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SOCIAL

www.linkedin.com/in/carys-lewis/

instagram.com/caryslewis3d/

SOFTWARE

- ZBrush
- Autodesk Maya
- Substance Painter
- Unity
- TopoGun
- Blender
- Adobe Creative Suite
- Perforce
- Roblox Studio

SKILLS

- Asset Modelling & Texture
- Character Sculpting, Retopology and Texture
- Character Rigging
- Character Animation
- Environment Modelling & Texture
- Environment Animation
- Proficient in both stylised and realistic art direction
- Skills adaptable to both game and feature productions

WORK EXPERIENCE

3D ARTIST
Metavision Studio | Apr 2025 - Nov 2025
- Worked with the Metavision team to bring Star Baker and Hell's Kitchen 2 to the Roblox platform.
- Tasks ranged from environment work, to asset creation, and set dressing.

JUNIOR 3D ARTIST - LEVEL 2
Marmalade Game Studio | Aug 2022 - Feb 2025
- Over two years of studio experience working at Marmalade Game Studio.
- Projects included Monopoly, Mousetrap, Game of Life 2, Ticket to Ride, and Cluedo.
- Experienced producing assets for both mobile and console projects.

FREELANCE CHARACTER ARTIST
Aug 2021 - Aug 2022

- Clients include Super Strange Studios, and Keyframe Studios.

ANIMATOR & ILLUSTRATOR
Eluceo | Feb 2021 - Aug 2021

- Creating illustrations and animations for the company website, mobile application, and social media, using the Adobe Creative Suite.

EDUCATION

MODELLING FOR VFX - TECHNICOLOR ACADEMY | Jun 2022 - July 2022

UNIVERSITY OF NORTHUMBRIA | 2017 - 2020
Animation BA (Hons)
First Class Honours
Activities and Societies: Third Year Class Representative