



# CARYS LEWIS

3D ARTIST

## ABOUT

3D artist with over two 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

P: +44 7773 492576  
E: carys.j.lewis@gmail.com  
W: www.caryslewis.co.uk

## SOCIAL

[www.linkedin.com/in/carys-lewis/](https://www.linkedin.com/in/carys-lewis/)

[instagram.com/caryslewis3d/](https://instagram.com/caryslewis3d/)

## SOFTWARE

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

## 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

### 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 companies website and social media, using the Adobe 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

GODALMING COLLEGE | 2015 - 2017

Information Technology BTEC - Distinction\*

Art Extended Project - A

A Level English - B

A Level Graphic Design - B

