Amber Roy - Game Artist

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Portfolio/Website: [www.ambergroy.com](http://www.ambergroy.com)

Education:

BA (Hons) Games Development and Futures: Art Specialism (Awarded by Middlesex University at ACM London) - First Class Honours Degree [2019 - 2022]

Over the 3 Years of my studies here I learnt how to use Maya, ZBrush and Substance Painter to create game-ready assets in both group and individual projects. This includes modelling, sculpting, rigging, animating and texturing. I also spent a lot of time learning the Agile pipeline in an industry setting alongside programmers and other team members with various group projects as both a 2D and 3D artist primarily in Unity.

Tunbridge Wells Grammar School for Boys [2016 - 2018]

A Levels in Design Technology: Graphics, Maths and Media Studies.

Experience

Commissions [2018 onwards]

I have done 2D character art commissions for several years, including pixel art, semi-realism and stylised art. Lots of these are viewable on my portfolio website gallery.

Flyer/Logo Design [2020 onwards]

I have experience designing and creating logos and information leaflets/flyers for small businesses using Photoshop.

Global Game Jam [2021]

I participated in a team of 5 to create a game in 48 hours. I personally made 2D assets for the game and contributed to the UI design.

Software

Autodesk Maya

Aseprite

ZBrush

Blender  
Photoshop

Clip Studio Paint

Substance Painter  
Jira  
Unity

Unreal  
GitHub

Interests

Video games - Competitive FPS, Story, Adventure, Simulation, MMORPG’s

Piano

Digital and Traditional Art

Projects

NION [2020]

A 3D endless runner/platformer with a unique neon aesthetic. Made in a small team.

link: <https://reliq-studios.itch.io/nion> (3D Artist)

Stardust [2021]

A 48 Hour Game Jam project with unlimited levels to gather stars and avoid hazards in space

link: <https://hangarter.itch.io/stardust> (2D artist)

The Gallery [2021]

A short horror puzzle/narrative experience as an artist who paints her own fears.

link: <https://reliq-studios.itch.io/the-gallery> (3D character art/animation)

Aphros [2021]

A 3D character made in Autodesk Maya and ZBrush

link: <https://www.ambergroy.com/project-aphros>

Enoki [2022]

A 3D character made in Autodesk Maya and ZBrush with animation and 2D Concept art created in Clip Studio Paint / Photoshop

link: <https://www.ambergroy.com/project-enoki>

Solaris [2021]

2D design project with concept designs and presentations created in Photoshop / Clip Studio Paint.

link: <https://www.ambergroy.com/project-solaris>