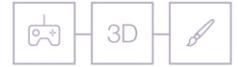


# HELEN ANDRZEJOWSKA

UNIVERSITY OF HUDDERSFIELD  
STUDYING: BA(HONS) COMPUTER GAMES DESIGN

59 STATION ROAD | SHEFFIELD | S13 7RA  
HELENANDRZEJOWSKA@HOTMAIL.CO.UK  
U1465366@UNIMAIL.HUD.AC.UK  
+447985488841  
WWW.JOWSKA-3D.COM



## PERSONAL PROFILE

An extremely motivated and passionate Game Design student with a proven ability to develop high quality work. Has a firm understanding of game art and processes and holds the artistic capability and technical skills required to create visually exciting content. Extensive knowledge and experience using a wide variety of industry software. Enjoys working as part of a team and collaborating with others to generate and execute ideas. An achievement driven, responsible individual who is committed to her work and constant self-improvement.

## EDUCATION

**BA(HONS) Computer Games Design**  
University of Huddersfield

2014 - Present

First Year Modules :-

Digital Media Project 1	A
3D Games Asset Development	A
Digital Media Studio 1	A
Introduction to 3D and Animation	A
Concept Development 1	A
Visual Studies for Video Games	A

Second Year Modules :-

Team Project	A
Games Design And Innovation	A
Computer Games Design Studio 2	A
3D Character Animation	A
Visual Design	A

**BTEC National Diploma**

Rotherham College of Arts and Technology

2012 - 2014

BTEC National Diploma in Media, Animation and Games	D*D*D* - Triple Distinction
BTEC National Diploma in Art and Design	DDM - Distinction, Distinction, Merit

**GCSES**

Mount St Mary's College

2002 - 2007

Art	A*	Mathematics	B
English Language	A	Science	B,B
English Literature	A	Drama	B
Religious Studies	A	French	C
Geography	B		

## ACHIEVEMENTS

### Andean Skies Project – Present

3D Artist and Project Manager of a team working to produce a visual reconstruction of Andean architecture to be showcased at the Institute of Andean Studies, California.

### University of Huddersfield - 2015

Prize for the Best Overall Performance on the First Year of Computer Games Design BA (Hons)

## KEY SKILLS

- Extremely experienced in Autodesk Maya
- High level of skill using Photoshop and a range of Adobe software
- Proficient at creating concept artwork for characters and environments
- Rigging and Animating within Maya
- Efficient in using ZBrush
- Confident using the Unreal Engine for Scripting and game creation
- Skilled using Quixel Suite and 3D coat for PBR and Hand-painting

## EMPLOYMENT

### Aspecto Retail

2013 –Present

Sales Advisor/Team leader

- Commission based and targeted
- Key Holder with responsibilities such as Cashing up, and opening/closing the store
- Part of a team that work together to ensure the shop consistently hits a sales target

### Orange/EE

2012 – 2013

Sales Assistant

- Target Based environment, where personal monthly targets need to be met
- Till operation and returns
- Training with using mobile phones and platforms such as; Apple, Windows and Android

## REFERENCES

### Employer Reference

Jessica Grayson  
Assistant Manager  
Aspecto  
[Jessicagrayson89@hotmail.co.uk](mailto:Jessicagrayson89@hotmail.co.uk)

### Academic Reference

Martin McCourt  
Media, Games and Animation  
Rotherham College of Arts and Technology