

Annabelle Mugglestone

3D Generalist & Character Artist

Contact

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annidrawz_

Bournemouth, England

About Me

An artist with a rich background in traditional artistic disciplines, who is passionate about storytelling and creating beautiful characters and environments for film and games. Has a wide skillset and a sharp eye for colour, proportion, composition and artistic taste. Friendly, compassionate and team oriented while also able to work with her own initiative, an artist who is always looking to learn new skills. Would love to be part of a creative team producing high-quality 3D art.

Skills

- Traditional artistic disciplines
- Hard surface modelling & UVs
- Sculpting of organic anatomies
- Stylised & realistic texturing
- Various methods of groom
- Lighting & Rendering in UE5
- Complex set dressing
- Metahuman Pipeline and Animation

Softwares

- **Autodesk Maya**
- **ZBrush**
- **Unreal Engine**
- **Houdini**
- **Substance Painter**
- **Nuke**

Education

Master of Arts - 3D Computer Animation 2024-2025
Bournemouth University
Grade - Distinction (73)
Skills Acquired - UE5, ZBrush, Houdini, Substance Painter, Nuke, Professional Practice

Bachelor of Arts - Animation Production 2020-2023
Arts University Bournemouth
Grade - 2:1 (68)
Skills Acquired - Autodesk Maya, Art Direction, Storyboarding

A-Levels in Art, Business Studies & Ceramics 2018-2020
Mayfield School, East Sussex
Grades - 3 A*s

Experience

Administrator | Part-Time Sep 2024-present
Moordown Baptist Church
Administration & Organisation, Teamwork, Policies & Procedures, Communication, Graphic Design

Game Character Artist Feb - Mar 2025
Bournemouth University | '*Milieu*' Group Project
Sculpting, Retopology & Hard-Surface Modelling of Game-Optimised Characters; UVs & Stylised Texturing for UE5

Charity Worker Sep 2023 - Jun 2024
UCCF: The Christian Unions | Relay Worker
10 month graduate scheme working with university students. Teamwork, Public Speaking, Pastoral Care, Time Management

Hard Surface 3D Modeller | Internship Jun-Jul 2023
Treehouse Digital | '*Rogue Trooper*' Feature Length Film
Prop Modelling, UVs, Liaising with Concept Team, Professional Practice

Writer & Director Sep 2022- Jun 2023
Arts University Bournemouth | '*The Mournes*' Graduate Film
Led a team of 8 members to produce a 3 minute short film. Storyboards, Concept design, Art Direction, Environment Art, Rigging, Character Animation, FX Animation, Set Dressing, Leadership & Teamwork

Set Extension Environment Artist Feb 2022
Arts University Bournemouth | '*Huntress*' Graduate Film
Modelling of foliage, Texturing, UVs

References available upon request