



Annabelle Mugglestone

3D Generalist & Character Artist

(She/Her)

Contact

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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

Education

- **A-Levels in Art, Business Studies & Ceramics**
Mayfield School, East Sussex 2018-2020
Grades - 3 A*s
- **Bachelor of Arts - Animation Production**
Arts University Bournemouth 2020-2023
Grade - 2:1 (68)
Skills Acquired - Autodesk Maya, Art Direction, Storyboarding
- **Master of Arts - 3D Computer Animation**
Bournemouth University 2024-2025
Awaiting Grade
Skills Acquired - UE5, ZBrush, Houdini, Substance Painter, Professional Practice

Relevant Experience

- **Set Extension Environment Artist** Feb 2022
Arts University Bournemouth | 'Huntress' Graduate Film
Modelling of foliage, Texturing, UVs
- **Writer & Director** Sep 2022- Jun 2023
Arts University Bournemouth | 'The Mournes' Graduate Film
Storyboards, Concept design, Art Direction, Environment Art, Rigging, Character Animation, FX Animation, Set Dressing, Leadership & Teamwork
- **Hard Surface 3D Modeller | Internship** Jun-Jul 2023
Treehouse Digital | 'Rogue Trooper' Feature Length Film
Prop Modelling, UVs, Liaise with Concept Team
- **Charity Worker** Sep 2023 - Jun 2024
UCCF: The Christian Unions | Relay Worker
Teamwork, Public Speaking, Pastoral Care, Time Management
- **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
- **Administrator | Part-Time** Sep 2024-present
Moordown Baptist Church
Administration & Organisation, Teamwork, Policies & Procedures, Communication, Graphic Design