

# LAURA SANDERS

Character Artist, Game Developer, Lecturer

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## CAREER HISTORY

### GAME DEVELOPER

September 2024 to present

### UNANNOUNCED PROJECT

Currently working on several projects in the design and production of an indie game development company.

### GAME DESIGN LECTURER

January 2019 – August 2024

### SUFFOLK NEW COLLEGE

I taught on the UAL spec, game design and game art levels 1 to 3, Media level 2, and 3D workshops for Art and Design levels 2 and 3 and Foundation and Carva. In my role I contributed to the curriculum planning for the team, wrote briefs and provided verbal and written feedback to students.

March 2019 – June 2024

### ACCESS CREATIVE COLLEGE

I taught levels 2 and 3 game design on BTEC spec. I was continuing other tutor's modules and marking. Programs used included Sculptris, Maya, 3DsMax, Unreal and Unity.

### GAME DESIGN TUTOR

July 2018 – August 2018

### ACCESS CREATIVE COLLEGE

I was at a Boreatton Park PGL camp teaching 10-16 year olds game design. A course would run for a week where I and my co-worker taught the students how to use Unreal Engine and create a level.

### MODEL MAKER

October 2015

### PARAGON CREATIVE

I was employed by Paragon Creative to paint a facade of a Thai Train that would be placed as an installation piece for a new restaurant in Nottingham. I was member of a theming team on a new Madagascar Ride my role included base coating and distressing objects for its themed environment.

### PLANT MODELLING TRAINEE

May 2014 – August 2014

### DEEP BLUE PRODUCTIONS (WARNER BROTHERS STUDIO)

I was a member of the "Tarzan" film team and assisted in various aspects of vegetation production for the Tarzan film set environment. I was part of the team that worked on creating vines and finishing leaves using a range of techniques including

## EDUCATION

### MA Indie Game Development

### Falmouth University Online

January 2023 - January 2025

**Distinction**

### Professional Graduate Certificate in Education

### University of Suffolk

September 2019 - August 2021

**Completed**

### UAL Extended Diploma in Creative Media Production and Technology (Games Design)

### Suffolk New College

September 2016 - July 2018

**Distinction**

### BA (Hons) Character Creation and Technical Effects

### University Of Hertfordshire

September 2012 - July 2015

**First Class**

## ABOUT ME

**Coffee Loving, Extreme Sport Enthusiast, Lecturer and Game Developer.**

A multidisciplined indie game developer and qualified further education lecturer. With extensive experience as a traditional and digital sculptor for over fifteen years, I strive to teach others how to design and make their ideas a reality whether digital or physical models. I am currently working to start up my own indie game company to release future games.

## SOFTWARE

- ⇒ Unreal Engine
- ⇒ Unity Engine
- ⇒ ZBrush
- ⇒ Marvellous Designer
- ⇒ 3DSMax / Maya / Mudbox
- ⇒ Substance Painter
- ⇒ Blender
- ⇒ Procreate
- ⇒ Adobe Creative Suite

## SKILLS

- ⇒ Game Design
- ⇒ Level Design
- ⇒ Concept Art
- ⇒ Character Design
- ⇒ Asset Creation
- ⇒ Sculpting
- ⇒ UV and Texturing
- ⇒ Retopologising
- ⇒ Rigging and Animation
- ⇒ Rapid Prototyping
- ⇒ Game Design Documentation