

# ATHENA COLE

Graduate 3D Character Artist

## CONTACT

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## PORTFOLIO

 Artstation : [artstation.com/enayla](https://artstation.com/enayla)  
 Website : [enayla.net](https://enayla.net)  
 LinkedIn : [linkedin.com/in/athena-cole](https://linkedin.com/in/athena-cole)

Graduate 3D character artist specializing in garments and props. Looking to apply my experience in modern and historical costume construction and the 3D asset production workflow to create believable, detailed characters optimized for games.

## SOFTWARE

ZBrush | Marvelous Designer | Maya | XGen | Substance Painter | Unreal Engine 5 | Marmoset | Photoshop | Git

## PROJECTS

### MA FINAL PROJECT

June 2022 - Nov 2022

**DnD NECROMANCER & SKELETON CHARACTERS** ZBrush | Marvelous Designer | Maya | XGen | SP | UE5

- ❖ Concepted and modeled complex, game-optimized characters and integrated into UE5
- ❖ Implemented character pipeline: sculpted, posed, clothed, groomed, retopo/UV'd, textured, rendered
- ❖ Studied methods to convey character roles and relationships through dress, appearance, and pose

### INDUSTRY BRIEF

#### CHARACTER

March 2022

**HZD X DAENERYS (CCP GAMES PROMPT)** ZBrush | Marvelous Designer | Maya | Substance Painter | Marmoset

- ❖ Interpreted loose character art concept, following criteria set by Art Director at CCP Games
- ❖ Delivered textured, game-ready character outfit on a tight 3-week schedule to limited technical spec
- ❖ Explored complex drape and patterning, hard-surface futuristic armor, and hand-painted texture look

### STYLIZED CHARACTER STUDY

Nov 2021 - Feb 2022

**LAUDNA CHARACTER SCULPT** ZBrush | Marvelous Designer | Maya | Xgen | Substance Painter | Marmoset

- ❖ Sculpted real-time character based on light horror witch design from DnD web series Critical Role
- ❖ Carefully replicated concept art style: exaggerated features, painterly texturing and shader work

## EXPERIENCE

### COSPLAYER & PROPMAKER

2008 - Present

### COSTUME MAKER, SPEAKER, COSPLAY REPRESENTATIVE (FREELANCE)

- ❖ Created detailed, accurate recreations of game, film, historical costumes (sewing, armor, propmaking)
- ❖ Built promotional costumes & props for industry events (ArenaNet - PAX) and official charity projects
- ❖ Cosplay guest, speaker at 40+ international conventions incl. Valve (TI) judge/contest organizer

### ART CONSULTANT: PLAYTEST PROGRAM

Jan 2017 - May 2020

### CRUCIBLE (AMAZON GAME STUDIOS)

- ❖ Provided weekly art and design feedback through all stages of development (concept to release)
- ❖ Advised on character and costume functionality/realism, visual clarity and consistency, UX/UI design
- ❖ Participated in closed playtest program: extensive discourse with devs re: visuals, mechanics, bugs

### BACKEND WEB DEVELOPER

June 2016 - Oct 2018

### ROOMIESTOP (CONTRACT)

- ❖ Worked with remote team as generalist programmer for housing & roommate match-up software
- ❖ Wrote efficient code, solo and with team (code reviews), utilizing version control & agile framework

## EDUCATION

### MA 3D GAMES ART AND DESIGN

Sept 2021 - Sept 2022

**UNIVERSITY OF HERTFORDSHIRE (HATFIELD, UK)** Grade: Distinction

- ❖ Developed 3D character art skills via rapid, self-directed projects and interdisciplinary team work
- ❖ Refined artwork through presentations with feedback from tutors, industry mentor, and peers
- ❖ Supported work with documentation and research into visual references, cultural/social contexts

### BA COMPUTER SCIENCE GAME DESIGN MINOR

Sept 2011 - May 2015

**CORNELL UNIVERSITY (NEW YORK, USA)** Grade: 3.8 GPA (1st equiv.)

- ❖ Published five student indie games as programmer lead/UI artist (Windows, iOS, Android, web)
- ❖ Led game design & coding course for adolescents: wrote curriculum, lectured (CASGAME - 3 years)

## SKILLS

- ❖ 15 years experience in real-world costume design and construction: patterning, textile manipulation, anatomy of cloth
- ❖ Interpreting 2D concept art into 3D space, with detail and realism informed by material knowledge
- ❖ Organic, hard-surface, high-poly and low-poly modeling
- ❖ Procedural and hand-painted texturing, PBR workflow

## ACHIEVEMENTS

### GAMEBRIDGE STUDENT GAMES FESTIVAL 2023

Showcase Winner - Artistic Excellence

### THE ROOKIES 2022, 2023

Draft Selection | Excellence Award (x2)

### GAMESARTIST.CO.UK ARTICLE

'Raising a Family' Character Breakdown