Zoe Venton
Digital Designer

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Personal Profile

I am a newly qualified Digital Designer with a range of work experience. I have recently completed a four-year BSc Hons Digital Media degree.

I am skilled in using a wide range of media, including 2D & 3D animation, 3D modelling, Games Development, Graphic Design, UI Design and Web Design. I am experienced in team working, coding, problem solving and have excellent communication skills.

I bring all my learned skills into practice by creating graphic designs for communities I am a part of, and I have recently started working as a Freelance Designer creating graphics, logos and branding.

I enjoy video games and have been employed as a 3D modeller creating characters and items for a video game.

In my own time I enjoy creating digital art and exploring traditional techniques such as painting, creating projects from recycled materials & making costumes.

Industry Skills

Software:
- Blender
- Unity
- Visual Studio Code
- Figma
- Procreate
- GitHub
- Toon Boom Harmony
- Office 365 Suite
- Processing
- Tableau

Adobe:
- Photoshop
- Illustrator
- Adobe XD
- Lightroom
- Premier Pro
- After Effects
- InDesign

Coding Languages:
- JavaScript
- SQL
- Java
- C#
- HTML
- CSS

Education

2020–2024
Digital Media BSc(Hons) @ Robert Gordon University
Stage 1: Digital Graphical Techniques, Creative Design, Web Development, Introduction to Computing for Digital Media, Computing and Information Systems, Problem Solving and Modelling
Stage 2: 2D Animation, Interactive 2D Scripting, Dynamic Web Development, Design Principles and Context, Database Systems, Real World Project and Professional Skills
Stage 3: 3D Modelling, Design Principles and Composition, 3D Character Animation, Multimedia Component Design, User Centred Design, App Design & Development, Interdisciplinary Team Project, Research Methods
Stage 4: Honours Project (3D Video Game Character Creator), Games Development, Dynamic Media Development, Data Visualisation, Audio and Visual Production, Human Computer Interaction, Immersive Technology

2018–2020
St George's School, Edinburgh
Advanced Higher: Graphic Communication
Higher: Geography, English, Computer Science, Chemistry, Graphic Communication

Work Experience

January 2024–Present
Freelance Designer
Working with clients to produce graphics, logos, twitch branding and pixel art.

October 2023–August 2024
Computing Society Committee
Working with fellow students to run events for students, as well as creating graphics such as posters, leaflets and name badges. Events include a Blender Workshop, the RGU Hack and a Halloween Quiz.

May 2022–May 2024
Student Ambassador
Working with University Staff at events, interacting with students, prospective students & their parents and informing them about RGU's School of Computing or about computing in general. Completing Graphic Design jobs for events within the University and working to deadlines.

June 2023–August 2023
3D Modeller
Creating 3D assets for a video game being developed in RGU using Blender, encompassing scenery, weapons and dinosaur characters. I also created all the models' textures using Photoshop. I worked closely with the other team member on the project which gave me a greater understanding of the design process. This developed my skills in managing polygons and using references to create models, as well as developing my overall understanding of Blender and the 3D modelling process.

June 2022–August 2022
Front of House @ The Inchcolm Inn

June 2021–September 2021
Front of House @ The Boat House Restaurant

May–August 2019
BBQ Catering @ Port Edgar Yacht Club

November 2017–June 2020
Volunteer @ Girl Guiding