



FLAVIA HOLLYOAK

Prop Maker & Creative Technologist

Profile Summary

Hands-on, multi-skilled creative with a strong background in digital design, 3D printing, software development, and practical fabrication. After years as a part-time concept artist and model maker, creating custom props, models, and 3D prints, I am transitioning full-time into the world of prop making. In the final year of my BSc (Hons) in Computer Science, I achieved distinction-level grades to date; I bring a unique blend of artistic creativity and technical precision to my craft.

With a foundation in engineering logic and an artistic eye, I blend precision, imagination, and technical skills to create immersive, story-driven physical objects. Whether building fantasy weapons, sci-fi artefacts, or immersive stage pieces, I thrive in roles where physical making, storytelling, and problem-solving intersect. Possessing strong spatial awareness to size up projects and deeply aware of both opportunities and threats AI presents to the creative industries, including prop making.

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Interests

- ❖ 3D printing (Resin & FDM)
- ❖ Leatherworking
- ❖ Creative Problem Solving
- ❖ Collaboratively making projects

Hard Skills

- **Prop Making:** Fabrication, modification, aging/distressing, materials handling
- **3D Modelling:** Maya, 3DS Max, Blender (low-poly, prop-appropriate modelling)
- **Fabrication & Engineering:** CAD, logic-based design, rapid prototyping, digital modelling for physical outputs
- **3D Printing:** STL generation, slicing, post-processing. Building 3D printers.
- **Painting & Finishing:** Foam work, resin casting, digital paint tools (Photoshop), weathering, hand tools
- **Storytelling Aesthetics:** Concept art, character/object design, visual continuity
- **Project Tools:** Trello, GitHub, Balsamiq, Figma
- **Programming & Logic:** Python, C#, electronics scripting for interactive props

Soft Skills

- **Attention to Detail:** Intricate prop construction and finishing, and high-precision coding/debugging skills
- **Creative Visualisation:** Concept art, 3D designs, environmental storytelling, user interface aesthetics. Rapid ideation and physical solutions under pressure
- **Problem-Solving:** Algorithmic thinking and debugging, physical build planning and adaptation
- **Teamwork & Communication:** Agile development and collaboration in set, theatre, or art department environments, working across creative and technical teams
- **Safety & Systems Thinking:** An engineering mindset for safe build practices, fault analysis, and system integration in complex props

✂ Experience

Freelance Prop Maker & Digital Concept Designer

FForge Studio | Self-employed

📍 Birmingham, UK | 📅 Jan 2020 – Present

- Designed and fabricated bespoke props for cosplay, short films, and immersive events
- Created low-poly and high-poly digital models for physical production via 3D printing
- Utilised digital painting and sculpting to ideate and render fantasy/sci-fi designs
- Applied weathering and aging techniques for realism in fantasy and post-apocalyptic props
- Translated digital sketches into physical objects using 3D printing, foam, and mixed media
- Created original visual designs for characters, environments, and artefacts
- Rendered fantasy and sci-fi assets with a focus on storytelling elements: shape language, wear, and function
- Produced physical mock-ups and renderings to support iterative prop development
- **Projects include:** fantasy weapons, armour, handheld devices, stage weapons, droids, modular stage pieces, and costume-integrated components

Volunteer Stagehand

BMOS Musical Theatre Company - The Alexandra Theatre

📍 Birmingham, UK | 📅 Jun 2023 – Present

- Worked with fantastic team from both BMOS and the Alex to deliver the “9 to 5” production.
- Collaborated with the team as a Stagehand for all performances.
- Learned stage safety in a high pressure environment.
- Flexible role for any necessary need, runner, stagehand, assistant director, set builder, costume setter.
- Very fast turnaround on delivery due to speedy changes in requirements day by day.

Software Developer

Capgemini UK

📍 Birmingham, UK | 📅 2018 – 2025

- Collaborated on cross-functional Agile teams to develop software for enterprise clients
- Led rapid prototyping and iterative design sprints—skills now applied to physical builds
- Developed high-precision problem-solving, testing, and system-building processes
- Mentored junior developers; built user-centred systems, paralleling user-focused prop work
- Gained experience working under pressure with tight deadlines and changing requirements
- Worked on technical projects requiring system integration, user-focused design, and precision delivery
- Developed strong project documentation and version control practices, useful for managing complex builds
- Communicated technical and visual ideas to diverse stakeholders—parallel to working with production teams



https://www.instagram.com/the_fforge/

Voice Actor & Modder

Wicked Cat Studios & Space Engineers Mods

📍 Remote | 📅 2016 – 2020

- Provided voice talent and modded environments for game narrative environments
- Designed in-game assets and interactive models, applying environmental storytelling skills
- Wrote and scripted functional C# mods, blending creativity with logical build processes
- Developed mods and narrative content, including props and environments

Game Developer / UI Designer

Stormburst Studios

📍 Birmingham, UK | 📅 2015 – 2016

- Designed game interfaces, including visual assets and player interaction elements
- Gained experience with project management tools such as Trello, GitHub, Balsamiq—skills supporting prop planning
- Developed an internal system for gamifying employee motivation (Spirit platform)

The Cube-in-the-Square Arts Charity

📍 Birmingham, UK | 📅 2015 – 2017

- Volunteering as a community leader, marketing, teaching artistic skills, and leading maker events. Led a hackathon to encourage young students to take up an interest in digital design, 3D printing, and making objects.
- Organised arts events and built necessary assets and props.
- Taught and led students in classes teaching new and varied skills – drawing, clay, mask making, set building
- Created logo and built forest-themed reading space (book-nook)

🎓 Education & Training

BSc (Hons) Computer Science (In Progress – Final Year)


📍 Aston University | 📅 2020 – Present

Achieved Distinction in All Completed Years

- Focused on AI, software engineering, and digital systems
- Created tools and simulations with visual interfaces
- Modules in logic design, systems integration, and digital modelling relevant to prop engineering
- Built custom hardware/software systems for creative projects



BTEC Level 3 IT (Software Development) - Birmingham Metropolitan College

 2016 – 2018

Distinction in All Subjects – including C#, UI/UX, rapid prototyping

A-Levels - Sutton Coldfield Grammar School for Girls 2015 – 2016

Maths, Computer Science, and Physics

GCSEs - King Edward VI Handsworth Grammar School for Girls 2013 - 2015

Maths, Computing, Physics, Chemistry, Biology, Geography, Art, English Language, English Literature, French, History

GCSEs - King Edward VI High School for Girls 2010 - 2013

Maths, Computing, Physics, Chemistry, Biology, Geography, Art, English Language, English Literature, Latin, French, History

Primary Education - Edgbaston High School 2005 - 2010

Activities and societies: Wind in the Willows production - helping with masks. Drum lessons. Swimming squad

Creative Competitions & Making Events

- **Digital Painting & Modelling:** Photoshop, Maya/3DS Max for low-poly models
- **SyncTheCity / Lean Startup Hackathons with Hewlett Packard:** Rapid idea-to-execution delivery - pitching to government ministers
- **Code Wars / Smallpeice Robotics Challenge:** Built autonomous line-following robots—early making skills
- **Business Game Jam @ Aston:** Gamification and UI design
- **Cyber Security Engineering Challenge:** Electronics, teamwork, and pitch delivery
- **Game Jams & Prototyping:** Created mock-ups and storytelling-focused apps for serious games



Portfolio Available Online and on request

Props, concept sketches, models, and designs available

(www.fforge.co.uk)



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