Ashwyn Pallen

CONCEPT ARTIST

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Software Knowledge

- Unreal Engine
- Blender
- Marvelous Designer
- Photoshop
- DaVinci Resolve
- Substance Painter
- Adobe Software suite
- Quixel Mixer
- Procreate

About

I am a hard working concept artist who enjoys a challenge as I believe it's the best way to improve. The aim of my work is to convey a story and feeling to the viewer, which I think leads to a better understanding of a project and to a deeper connection. I am always enthusiastic about testing my skills with a wide variety of projects, this is because I take pride in helping build an idea into an end product. Gaining knowledge is one of my favorite parts of creation and this has led me to being able to use a wide variety of programmes and processes. I am a big team player who embraces clear communication and feedback, in order to get the best out of me and everyone around me.

Education

2021 - 2022	**MA Pre-production for Film**
	Birmingham City University
	Grade - Distinction

2018 - 2021	**BA illustration & Animation (Hons)**
	Coventry University
	Grade - 2:1

Experience Professional

Evergreen - March 2022
Cinematic Environment and Character - Film

- Designed a environment for one of the key scenes of the film (Giants Hall)
- Created the main character (Rigged)
- Created a cinematic composition that tells the story of the key scene and represents the world
- created variation of concept ideas for environment, character, props and composition

Brittannia Ruelz - May 2022
Post-Apocalyptic Vehicle Designs - Film

- Kit-bash / modular process of vehicle experimentation and creation
- Multiple texturing techniques (node & PBR)
- Referenced image sketches and exploration of themes
- Post processing with compositor and photoshop

Experience Personal

Polymath - May 2023
Historically accurate artwork

- Research and referenced from 1600's renaissance era Florence, Italy
- Accurate character (Rigged) and prop creation for purpose and time period
- created material shader for aged and worn objects

T.K.A.D - July 2022
Monster / Horror Concept

- Sculpted, textured and rigged monster parts
- Building facades. Optimized and textured
- Post Process FX
- Scene lighting and color experimentation

Skills / Expertise

- Texturing
- 3d modeling / sculpting
- lighting
- Overpaint / Post Processing
- Composition
- Variation exploration
- efficient workflow
- quick learner