

I am a final year BSc Hons Digital Media student and digital designer. Studying for this 4 year degree has enabled me to develop my problem solving, animation, 3D modelling, drawing, coding, team working and communication skills. In my spare time I enjoy digital art, as well as several traditional techniques such as painting, clay and foam projects. I like to create designs for communities I am involved in, which helps me bring the skills I've learned into practice. As well as this, I enjoy playing video games and have a particular interest in the gaming industry.

Education

— 2020-2024

Digital Media BSc(Hons) @ Robert Gordon University

Stage 1: Computing and Information Systems, Problem Solving and Modelling, Digital Graphical Techniques, Introduction to Computing for Digital Media, Creative Design, Web Development

Stage 2: Database Systems, Dynamic Web Development, Real World Project and Professional Skills, Design Principles and Context, 2D Animation, Interactive 2D Scripting

Stage 3: Interdisciplinary Team Project, 3D Modelling, Design Principles and Composition, Multimedia Component Design, 3D Character Animation, User Centered Design, App Design & Development, Research Methods

Stage 4: Games Development, Dynamic Media Development, Data Visualisation, Honours Project

— 2018-2020

St George's School, Edinburgh

Advanced Higher: Graphic Communication

Higher: Geography, English, Computer Science, Chemistry, Graphic Communication

Work Experience

— May 2022-Present

Student Ambassador

Working with University Staff and interacting with students, prospective students & their parents. Working at events with external groups of children and adults, and informing them about RGU's School of Computing or about computing in general.

Completing Graphic Design jobs for the University working to short deadlines for events.

— October 2023-Present

Computing Society Committee

Working with fellow students to run events for other students, as well as creating graphics. Events include a Blender Workshop, the RGU Hack and a Halloween Quiz.

— 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 worked closely with the other team member on the project. This developed my skills in managing polygons and using references to create models, as well as developing my overall understanding of Blender and the design process when working in a team.

— 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

Contacts

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Portfolio: <https://www.zoeventon.com/>

Industry

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

Languages:

- C#
- HTML
- CSS
- JavaScript
- SQL
- Java

Honours Project

A project on Character Customisation in video games, which will include a character creator made in Unity, with all assets modelled in Blender.

Audio & Visual Production

A project to create a short video project from initial concept through to final delivery, which will utilise a number of useful practical tips as well as common industry terms.

Immersive Technology

A project that will develop a VR experience that encompasses everything from initial concept to final user testing. While also gaining practical skills in designing, developing, and evaluating VR and AR experiences.

Human Computer Interaction

A critical self-analysis focusing on the knowledge about the evolution, development, history, and current state of human neurology, psychology, and physiology to show how all humans interact with the world.