

Kristan Emery

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I am a passionate, experienced Technical Designer with more than 6 years experience working with 3D modelling, Rigging, Animating, Setting up Game logic and Scripting in game engines. I entered the industry unconventionally, with a History Degree which gave me the tools and the drive to learn quickly. The ability to efficiently teach myself new skills has proven invaluable throughout my career as adapting to new projects, new tech, and new challenges is where I thrive. I am adaptable, hardworking, creative and looking for new challenging opportunities in the industry.

Skills

- 3D Modelling, Shaders, Rigging & Animation in, **Autodesk Maya & Blender**.
- Confident with **in house game Engines, Unreal Engine 4 & Unity**, implementing Game & AI Logic.
- Experience in using programming languages **C#** and **C++** in scripting and setting up game systems.
- 18 Years' experience of using **Photoshop** and other digital art software.
- Level Planning, Presenting & compiling Feedback and Communication.
- Keen to adapt Creative solutions towards technical problems.
- Passion for **Fine Art** realism & **Concept Art**
- Very adaptable, Can learn new roles and utilise new tech quickly and easily.

Known Software

-Autodesk Maya- -Blender- -In House Game Editor (Tt Games)- -Unreal Engine 4- -Unity Engine- -Visual Studio-
-Adobe Photoshop- -Adobe Illustrator- -Adobe Premier Pro- -Sony Vegas Pro- -Pyxel Edit- -Office Software-

Career Summary

(2014-Present) - Senior Technical Designer/Artist- Tt Games.

- I have had the pleasure of working on 6 Game Titles including
 - o LEGO Ninjago: Shadow Of Ronin
 - o LEGO Jurassic World,
 - o LEGO Star Wars: The Force Awakens (Nominated BAFTA Best Family Game, Kids Choice Award Favourite Videogame)
 - o LEGO Ninjago The Movie: The Videogame
 - o LEGO Movie 2: The Videogame
 - o LEGO The Incredibles (Nominated BAFTA Best Family Game, Kids Choice Award Favourite Videogame)
 - o *Unannounced Project.*
- Over 6 years training & professionally using **Maya & Blender** for 3D modelling & Animating.
- Implementation of assets setup and **Scripting** of puzzles and gameplay elements using **visual scripting** programs and a number of **Game Engines**.
- In the past two projects I have worked more on **AI programming** and scripting with a focus specifically on Boss Battles.
- Focusing on Boss Level design and gameplay implementation has been a highlight of my career so far. Using **AI Programming** to make intelligent bosses, that decide which attack to use solely in response to the players actions, allows a unique and more challenging experience for the player.
- On the currently unannounced project I am the port of call in all things "Boss" Related. I have **Designed, prototyped** and **formed** the "Boss system" and am responsible in overseeing members of the Boss Team in the creation of boss encounters.
- Adept and experienced with **in house game engines** as well as **Unreal Engine 4 & Unity Engine**.
- Experienced in Visual scripting and programming in **C#** and **C++**.

(2009- Present) - Commissioned Artist & Small Business owner

- Deliver paid Commissions for fine art Acrylic portraits & graphite Sketches.
- Production of Original Fine art pieces for sale, as well as offering high quality prints for sale to clients.
- Designed and created my own website displaying my commissions & Utilising social media, generating quality content in order to publicise and market my work.
- Member of [Paard Verzameld Equine Gallery](#) & [Portraits of Animal by Women](#) (PAW) Art Collectives.

(2012- 2017) – Freelance Graphic Designer

- Lead designer on campaigns, projects and events for a range of clients including: Archive Global and Child reach International
- Publicity Officer and Advertising Director for UEA RAG. Designs featured on and offline, with a mixture of digital & hand drawn art.
- Experience in **Concept Design** for short films and Drama productions.

Extra Curricular Activities

(2019- Present) Women in Games Ambassador

- The Global Women in Games Ambassador Programme exists to build a powerful and diverse community of action, aligned and committed to achieving the vision and mission of Women in Games through meaningful collaboration and initiatives.
- As Ambassador I am committed to help, encourage & support women in my own studios & throughout the industry.
- Nominated in the Women in Games Awards 2 years running, and represented Tt Games at Women in games Conferences and events 2019, 2020.

(2019-Present) Management Co-ordinator of Tt Games Game Jam. (Running 3 years)

- I was the driving force and a key co-ordinator of Tt Games, Game Jam, a 2-day creative sprint for teams to make a game from scratch.
- Led the initial pitch, project managed the event and was responsible for the event website.
- Coordinated the logistical running of the event and served as the figurehead of the event for questions, concerns and feedback. I also judged the games submitted.

(2018-Present) Member of Tt Games Women's interest group.

- Spent the last 2 years working to understand the issues of inequality of the industry we work in and generate procedures and effective ways to combat against it in the studio environment.
- We work to encourage and empower not only the women in our studio, but to educate everyone towards better and fairer work practices.

(2017-Present) Member of Studio Communications Group at Tt Games.

- Working as liaison between people and management to combat issues, improve the working environment and encourage a positive studio culture.
- This includes managing issues with effective solutions, using a key understanding and respect for working experiences and practices.
- Organising studio wide events to help fundraise for causes special to us including Special Effect gamers charity, and local children's initiatives.

(2011- 2012) Machu Pichu Trek for Childreach International

- Volunteering and fundraising over £95,000 for Childreach International. Working in a team, both fundraising and in the trek itself
- Taking part in a 7 day trek to experience the wonder of the Historical Mayan culture.

(January-April 2011) Raleigh International Expedition Borneo

- 3 month volunteer expedition with Raleigh International charity, which included personally raising £3,500 for the charity.
- Taking part in a Conservation work to support scientific research missions, and local communities to Bornean rainforest.

Education

University of East Anglia

BA (hons) History [2:1]

A-Level qualifications

Art, History, English Literature, Philosophy & Ethics

GCSE Qualifications

11 GCSE's including Grades.

2 A*'s 6A's 3B's

Interests

-Passion for Art, Fine art paintings, drawings and sculpture.

- Conversational level in Japanese language.

- A lifetime of playing, admiring & loving videogames, from original Gameboy to open world Epics.

- Level 18 Wood Elf Ranger & Beginner DM in Dungeons and Dragons.

-PADI Advanced Water & Rescue Diver

-Horse Riding including competing in shows and training.

-Hiking, Climbing and Trekking

-Passion for **Traveling** the world & experiencing cultures.