

Ruby-May K Laidlaw

Portfolio: <https://kissack.carbonmade.com/>

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EXPERIENCE

Italic Pig Ltd, Holywood — Lead Artist

APRIL 2018 - PRESENT

As Lead Artist at Italic Pig I ran a team of five artists: being responsible for overseeing their training and provide quality control for the work they produced. Currently I act as the in-house artist for the studio, working on visual development for all of our current and upcoming projects.

Italic Pig Ltd, Belfast — Artist & Level Designer

FEBRUARY 2016 - APRIL 2018

As the sole artist for Italic Pig I worked initially on environment design, but later expanded this role to include digital painting and level design for games.

Blacknorth Studio/Enter Yes Ltd, Belfast — 3D Artist

NOVEMBER 2015 - FEBRUARY 2016

I worked on a number of client projects that required a small group to see projects through pre-production to post-production under very tight deadlines, employing the use of both 2D and broad 3D generalist skills.

EDUCATION

Bournemouth University, Bournemouth — BA (Hons) Computer Animation Arts

SEPTEMBER 2012 - JULY 2015

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Isle of Man College, Douglas — Diploma in Foundation Studies in Art and Design

SEPTEMBER 2011 - JULY 2012

Distinction

SOFTWARE

Extensive knowledge of Adobe Photoshop.

Experience with Maya, Unity, Zbrush, Mari, Nuke, Corel Painter, Adobe Suite.

Familiar with a range of operating systems (Windows, Linux, Mac).

AWARDS

2016 – Nominated for ‘Best Quality of Art’ at Game Connection Paris Development Awards

2014 – Best Concept Design (sponsored by 3D Artist) & Best Editing at BFX Competition 2014

2012 – Trinity Guildhall Level 3 Certificate in Graded Examination in Music Performance (Grade 8 Flute) certified by Trinity College London