

KAYLEIGH MACLEOD

ABOUT ME

A passionate artist possessing a breadth of skills with work experience within the games industry and a teaching capacity. Confident working in either 2D or 3D and implementation of assets into popular game engines.



kayleighmacleod.carbonmade.com

RELEVANT EXPERIENCE

Teaching Fellow | Abertay University | Feb 2016 – April 2016

As a teaching fellow at the University my role was to teach the Adobe Flash in practical labs for the Dynamic Communications module. Each week I prepared lessons that taught students how to create a stand alone interactive piece, which they could then adjust for the needs of their overall final projects.

I also attended the students final presentations, provided feedback and assisted with their grading

Games Artist | Space Budgie | Feb 2015 – April 2016

At Space Budgie I worked on the game title "Glitchspace", a first person puzzle platformer used as an outreach to introduce players to programming. I was responsible for various 2D and 3D work, from creating UI assets to 3D level geometry and putting them into the game engine. Working with Unity I learned important pipeline methodologies of asset creation and implementation. I also helped showcase the game at various events. Building up general public interest as well as showing how the game works and how to play.

REFERENCES

Name: Robin Griffiths

Occupation: Artist/Company Director at Space Budgie

E-mail: Robin@spacebudgie.com

Phone: 07476514841

Name: David Lyons

Occupation: Lecturer Media Design

E-mail: d.lyons@abertay.ac.uk

Phone: 01382 308998

EDUCATION

MProf Games Development | 2014 | Abertay University
BA(Hons) Computer Arts | 2013 | Abertay University

SOFTWARE SKILLS

PHOTOSHOP

Creation of 2D game assets and illustration

ILLUSTRATOR

Creation of 2D UI and character assets and illustration

FLASH

Actionscript 3.0 and animation

MAYA

3D model creation, UV Mapping, texturing, rigging and animation

ZBRUSH

High poly sculpting

UNITY

Implementation pipeline, scene building and use of particle systems

UDK

Scene creation, use of node programming interface, implementation of assets.



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WORKSHOPS

I have had the opportunity to help run and organize workshops at the DCA. These workshops were open to children from ages 5 – 13 and covered a variety of topics from introductory 3D modelling, where children could sculpt their own monster, to handmade board games, which they could take home with them. The group of each workshop varied from 6 – 13 children.