




Rebecca Owen


3D Character / Creature Artist



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ArtStation - Rebecca Owen

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References Available upon Request

About Me

I am a passionate 3D Character and Creature Artist with experience creating stylized models. I enjoy making the models from their concept art to sculpting and texturing then finally presentation. I am eager to learn more as I continue exploring new styles and techniques!

Projects

The Bludgeon Inn Jan 2025 - April 2025

In 2025 me and a team of 4 designed and developed a First Person dungeon diving cooking game in Unreal Engine 5. My role within the team was Creature Artist. I was responsible for:

Creating Sculpt in ZBrush → Retopology & UV in Maya → Texturing in Substance Painter → Importing into Unreal Engine 5

After these creatures were complete I would fix any issues with the model or make adjustments to suit the games style better. I worked closely to the team and my lecturers and tried to apply their feedback to my work. I also presented the work on the Rookies and submitted the game onto Itch.io.

Magical Mischief Sep 2025 - Current

In my final year of University the team from The Bludgeon Inn and I are producing Magical Mischief a Third Person Stealing game. In this project I am the Character & Creature Artist. In this project I have been given more responsibility so I've had to manage my time better and adapt to changes that could happen as we produce this game thought 2026.

Skills & Software

- Time Management | Balancing Projects
- Leadership & Responsibility | Working in Groups
- Adaptability & Eagerness to Learn | General Curiosity
- Communication & Socialization | Previous Experience



Education

Aylesbury College - Level 3 & Level 3 Extended Diploma in Games Design - 2020-2022 Awarded Distinction

while enrolled in the Aylesbury college I learnt about the basics of the games industry software. In my final year while doing a live brief with Jagex I learnt to the industry pipeline while working normal 9-5 hours during the week of experience.

The University of Hertfordshire - BA(Hons) Games Art - 2023 - Current

Since enrolling in the university of Hertfordshire I've learnt how to time manage correctly and how to divide my time equally over all of my projects. I've also built skills in the software used in the role I aspire to reach and I will continue to work hard and learn. through the university's teaching I've also improved on my public speaking through presentations and speaking to others on my course for feedback.

Previous Work Experience

Wickes, Aylesbury - Customer Assistant - 2021-2023

In my time at Wickes they allowed me to take on more responsibility as I learned there and in my final two years I has the responsibility to lock the doors and check the tills at the end of the day. While interacting with customers and answering the phone I learnt how to communicate with others in different situations and build connections with other people.