

# CARLY GLOVER

3D Artist - Modelling, Surfacing & Look Dev | Generalist

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**Nationality** Australian

**Education** **AIE | Academy of Interactive Entertainment, Sydney**  
**Advanced Diploma of Screen and Media**  
*Specialised in 3D Animation and VFX for film*

**Bachelor of Design, COFA | UNSW**  
*Majored in Graphics, Media & Spatial Design*

**Software Experience** Maya, ZBrush, Substance, Marvelous Designer, Vray, Redshift, Photoshop

**CG Employment** **BUCK DESIGN**, June 2019 - Sept 2019  
*3D Artist (freelance)*

**ARTISTS IN MOTION**, August 2017 - March 2019  
*3D Artist - Full Time Position*

**ANIMAL LOGIC**, May 2017 - July 2017  
*Digital Artist, Modelling Department (freelance)*

**ARTISTS IN MOTION**, March 2017 - April 2017  
*3D Generalist (freelance)*

**MIGHTY NICE**, Jan 2017 - Feb 2017  
*3D Generalist (freelance)*

**FGMNT TECH**, 2016  
*3D Artist (freelance)*

**LUMA PICTURES**, 2016  
*Digital Production Coordinator*

- Doctor Strange, feature film 2016
- Underworld: Blood Wars, feature film 2016

**PLASTIC WAX ANIMATION**, 2014-2016  
*Producer*

- Lego Star Wars: The Force Awakens (Teaser Trailer)
- Civilization VI Launch Trailer, Firaxis Games
- Battleborn Bootcamp Trailer, 2K Games & Gearbox
- Lego Dimensions: Endless Awesome
- Warhammer 40k: Regicide Campaign Cinematic

**HAMMERFALL PUBLISHING, 2014**

*Producer*

- Warhammer 40k: Regicide (game)

**SPINIFEX GROUP, 2014**

*3D Model & Texture Artist (freelance)*

**DEMIGOD GAMES, 2013**

*3D Modeller & Concept Artist (freelance)*

**Live Action Employment**

**RAKE (SERIES 2), ABC 2012**

*Art Department*

**MY KITCHEN RULES (SERIES 3), 7 NETWORK, 2011**

*Buyer/Dresser, Art Department*

**DANCE ACADEMY (SERIES 2), ABC 2011**

*Assistant Standby Props, Art Department*

**MY PLACE (SERIES 2), ABC 2010**

*Art Department*