



# LYSANDER FOSTER

3D ARTIST 📍 SWINDON, UNITED KINGDOM 📞 +447896318252

## ◦ DETAILS ◦

Swindon  
United Kingdom  
+447896318252

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Date / Place of birth  
26/06/1997  
Essex

Nationality  
United Kingdom

## ◦ LINKS ◦

[Linkedin](#)

[Artstation](#)

[Personal portfolio](#)

## ◦ SKILLS ◦

3DS Max

Zbrush R8

Marvelous designer

Marmoset Toolbag 4

Unreal Engine 4

Unity 3D

Adobe Photoshop CC

Adobe Premier Pro CC

Substance Painter 2

## ◦ HOBBIES ◦

Snowboarding, Cooking, Weight  
Training, Mini painting

## 👤 PROFILE

Being a through and through 3D artist, I am confident in my skills to create a variety of digital assets, ranging from individual props, characters and game ready environments.

I'm happy working with a variety of software packages, styles and technical constraints, with my ability to create assets always evolving and developing! I love taking the time to tinker with new styles and software in my spare time and regularly like to challenge myself with mimicking existing visuals from existing games/projects.

## 📁 EMPLOYMENT HISTORY

### Student Ambassador at University of Gloucestershire, Cheltenham

November 2016 — June 2019

As a student ambassador, my role was more specialised than most, as my help was enlisted during University operated open days when they wanted VR kit setup, operated and stowed away. These were public facing events and it was my responsibility to facilitate safe and enjoyable use of the HTC vive and Oculus Rift virtual reality headsets.

### Researcher at University of Gloucestershire, Cheltenham

August 2017 — May 2018

For my optional placement year, I was offered a full time position within the UOG computing research team. In short, it would be my responsibility to work with other hires to create educational materials, investor demos, external VR projects and general digital solutions using realtime and pre-rendered workflows.

### 3D Artist at RINA Consulting, Swindon

January 2020 — Present

Currently I am employed as a 3D developer at RINA Consulting, with day to day operations involving extensive hard surface modeling for a variety of military, defense and engineering contracts I would also be often required to assist with long term. During the COVID19 outbreak, I have been often assigned to pick up any slack on further projects, requiring rapid yet successful counterbalancing of otherwise lagging projects using a variety of 3D and non 3D skillsets.

## 🎓 EDUCATION

### Games Design, University of Gloucestershire, Cheltenham

September 2016 — June 2019

4 Year variant of course finished with First Class with Honors.

## 📄 REFERENCES

- References available upon request

## ★ NOTABLE ACHIEVEMENTS

### 6x Best yearly student/ Best Artist nominations

September 2015 — June 2019