



# Laura Scott

## 3D Artist

### Summary

I am an experienced 3D artist with a passion for creating realistic environments and assets across a variety of industries. With over 7 years of professional experience in 3D modelling and visualisation, I bring a wealth of knowledge and expertise to my role.

In my work, I am responsible for all aspects of 3D disciplines across the entire pipeline, including modelling, texturing, animation, lighting and optimising assets. I have extensive experience working with real-time engines such as Unreal and Unity, as well as online applications like WebGL and Playcanvas.

My skills have been honed through work in architecture, product design, advertising, and virtual experiences. I am dedicated to creating visually stunning environments and assets that bring a project to life and engage users in a truly immersive experience.

### Personal Info

[www.laurasimonescott.com](http://www.laurasimonescott.com)  
scott.laurasimone@gmail.com

### Education

**Manchester Metropolitan University**

**MA Design: Jewellery**  
September 2015 - September 2017

**BA (Hons) - Three Dimensional Design**  
September 2012 - June 2015

**BTEC Foundation Diploma**  
September 2011 - June 2012

### Skills

3D modelling  
Texturing  
Lighting  
Rendering  
Animation  
Design  
3D Printing

### Software

Blender  
Photoshop  
Unreal  
Unity  
ZBrush  
3ds Max  
Substance Painter  
Vray  
WebGL

### Work experience

**3D Artist - PixelMill Digital**  
**November 2022 - Present**

Creating 3D environments and assets for real time simulations, configurators and digital twins. Implementing work into game engines such as Unreal. Managing workflow across multiple projects.

**3D Art Freelance**  
**2021-2022**

Creating 3D models of exterior and interior locations for real-time engines, WebGL and visualisation.

**Visualiser - LRW Architects**  
**August 2016 - March 2022**

3D modelling and rendering of concept designs for interior and exterior scenes, ranging from pieces of furniture to whole buildings.

**Freelance Designer - Spaceform**  
**September 2015 - October 2016**

Designed a range of commercial keepsakes and provided consultation during manufacture of laser cut prototypes.

### References

References available upon request.