

GEORGIA O'DRISCOLL

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georgiaodriscollportfolio.com

SUMMARY

3D artist, game designer and graphic designer studying a Bachelor of Games and Interactive Environments at QUT. Specialising in the modelling and texturing of environmental and prop assets.

EDUCATION

Bachelor of Games and Interactive Environments (Game Design)	2022 - expected 2026
Queensland University of Technology	
Queensland Certificate of Education	2021
St Margaret's Anglican Girls School	

WORK EXPERIENCE

Graphic Designer, Quality Plastic Products	Jan 2024 - Present
<ul style="list-style-type: none">Developed a brand identity and style guide.Designed several brand assets including pull-up banners, advertising flyers and other marketing materials.	
File Scanning Clerk, Findex	June 2023 - Sept 2023
<ul style="list-style-type: none">Sorted, scanned and uploaded documents to a file database	
Warehouse Packager, Quality Plastic Products	Jan 2022 - Mar 2022
<ul style="list-style-type: none">Operated within a manufacturing environment to handle and organise products efficiently.Applied quality control when packaging items accurately for distribution and storage.	

PROJECTS

Capstone Project, IGB300 and IGB301	Feb 2025 - Oct 2025
<ul style="list-style-type: none">Collaborated with a team of 8 to develop and publish a working game prototype.Designed and implemented UI assets, and modelled 3D environmental and prop assets.Communicated project progress and challenges to industry representatives.	

TECHNICAL SKILLS

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| <ul style="list-style-type: none">ZBrushMayaBlender | <ul style="list-style-type: none">Adobe Substance PainterAdobe Substance DesignerPhotoshopIllustrator |
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SOFT SKILLS

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| <ul style="list-style-type: none">CreativityProblem-solving | <ul style="list-style-type: none">TeamworkAttention to detail |
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