

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) Queensland University of Technology	2022 - expected 2026
Queensland Certificate of Education St Margaret's Anglican Girls School	2021

WORK EXPERIENCE

Graphic Designer, Quality Plastic Products	Jan 2024 - Present
• 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
• Sorted, scanned and uploaded documents to a file database	
Warehouse Packager, Quality Plastic Products	Jan 2022 - Mar 2022
• 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
• 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

- ZBrush
- Maya
- Blender
- Adobe Substance Painter
- Adobe Substance Designer
- Photoshop
- Illustrator

SOFT SKILLS

- Creativity
- Problem-solving
- Teamwork
- Attention to detail