Charlotte Laycock

About me
I am a Games Art, Masters graduate from the University of Hertfordshire.

I'm working to be a character and creature artist yet while I specialize with stylized models I can work from a range of different designs.

The programs I use are Maya, Mudbox, Unreal 4 engine, Substance Painter, Marmoset, Mari, Photoshop, Premiere, Zbrush, Unity, Xnormal and InDesign.

DOB: O7.04.95

Website: http://charllay.
wix.com/charlottel
Email: charllaycock@
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Links to Portfolios
-http://charllay.wixsite.
com/charlottel

-http://polycount.com/
discussion/180858/
sketchbook-
charlotte-l

-http://www.3dhit.co.uk/
index.php?showtopic=
28688&hl=

-https://charllaycock.
wordpress.com/

-https://www.artstation.
com/artist/charlottel

Education
-University of Hertfordshire 2016-2017 MA Games Art and Design
-University of Hertfordshire 2013-2016
BA (hons) Games Art

-Sixth Form College at Sandbach High School 2011-2013
-A2 Fine Art Grade B, A2 Photography Grade C and A2 ICT Grade E
AS Level Fine Art Grade B, AS Level Photography Grade B, AS Level Theatre Studies Grade C, AS Level ICT Grade E and AS Level EPQ Grade E

-Sandbach Girls High School 2006- 2011
GCSE
BTEC in Business Level 2 Merit
ICT Level 2 Merit
NVQ Level 1 and 2 in French

References
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Hobbies & Interests
In my spare time I enjoy reading, sketching, digital painting, gaming, computing, doodling, Photography and photographing the local landscape.