

CHRISTIAN LE ROUX

3D ARTIST & GRAPHIC DESIGNER



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@DesignedBy_CT

London, England

PROFILE

Eager and creative 3D Artist, with a passion for modelling and texturing 3D Game Objects and a keen interest in UI/UX and programming. Accustomed to working in a fast-paced and deadline-driven work environment with a good understanding of working in a team.

EXPERIENCE

HUMANITARIAN OPERATIONS

3D Game Artist Intern

2022 - Current

UP WORK

3D Modeling & Texturing

2022 - Present

WAXY O'CONNERS

Waiter & Bartender

2019

CONTRACTING WORK

SEE PORTFOLIO FOR DETAILS

REED.CO.UK - COOKING APP

KIDS GALAXY - MOBILE WEBSITE

2022 - Current

EDUCATION

CLIFTON HIGH SCHOOL

2013 - 2017

VARSITY COLLEGE, SOUTH AFRICA

Bachelor of Computer Science in Application Development

2018 - 2019

UPPSALA UNIVERSITY, SWEDEN

Bachelor of Arts in Game Design

&

Graphics

2019 - 2022

MALMO UNIVERSITY, SWEDEN

Programming in C# - Freestanding course

2022- Current

Career Foundry, UK

UI/UX Beginners - Freestanding course

2022

AWARDS

Winner of Public Choice Award

Gotland Game Conference (2021)

Nomination for Game of the Year

& Best Art Direction at the

Swedish Game Awards (2021)

Voluntary Leadership Certificate

(2016)

Cobham Leadership Certificate

(2015)

SKILLS

- Maya Software Application
- Unity
- Microsoft
- UI/UX
- Collaboration
- Communication skills
- Substance Painter
- Unreal Engine
- C#
- Figma
- Time management skills