

ASHDEN HOBBS

CG ARTIST

[SHOWREEL HERE](#)

07359 217442

ashdenhobbs1@gmail.com

[LinkedIn](#)

PERSONAL STATEMENT

I'm a dedicated CG Artist looking for a collaborative environment to work in with like-minded creatives. I'm confident working across software, with 3 years of experience contributing towards CG projects. Over this time, I've grown experienced in converting the idea of a design into a fully functioning CG model and I love working in both realistic and stylized ways across Modelling, Texturing, Rigging, Sculpting and Animating.

EXPERIENCE

CG Character Artist | Eidolon – Short Film

Nov 2024- March 2025

- Directed by Disha Adisha based on the impact of self-isolation and idolization.
- Developed the CG model for the main character and a variety of textures to showcase different emotions and story beats.
- Took initiative to problem-solve technical issues so that the production line ran smoothly and to develop the character to brief with minimal revisions.

CG Character Artist | Summoning Familiars! – Short Film

Feb 2025 – March 2025

- Directed by Yasmine Necib- Pre-School, magical film on the troubles of two witches.
- Efficiently produced a production-ready model for a quick turn-around into production.
- Embraced the style of the film following a design brief and style guide.

CG Character Artist | BobaQuarium – Global Game Jam

January 2025

- Collaborated on this collect-a-thon game, developing character concepts and themes.
- Provided in-depth 3D knowledge to communicate limits and strategize solutions, leading the team to achievable goals.
- Contributed game-ready models and textures on a tight schedule whilst helping my team to ensure the deadline was met.

Various Roles | Virtual Production | MyWorld Bootcamp

June 2025– Sept 2025

- Produced high-quality scenes, working closely with our production team.
- Executed 2D and 3D shoot days, working with the LED volumes to film realistic shots.
- Adapted to different roles to fill gaps in production roles.
- Contributed concept ideas and aided practically on-set with lighting, art department, props and clapper board.

CG Prop Artist | AION-7 | Art Book

Jan 2025 – March 2025

- Art book directed by Kalum Owen, creating a fictional sci-fi narrative centring around CG models.
- Led development of sci-fi vending machine from concept to finalized textured model.

EDUCATION

Unreal Engine Short Course | Led by Rob Brooks at University of Bristol

June 2025 - July 2025

- Enhanced my Unreal Engine skills, delving into lighting, materials and landscaping.
- Optimized CG assets for rendering in real-time in virtual production.
- Developed emotive environments by pushing an ambiance in my compositions.

- Grade Achieved: 2:1 (Upper Second-Class Honours)
- Completed an array of CG models for my personal work as well as for my peer's graduate projects.

Level 3 Fashion Design Extended Diploma | Fashion Retail Academy

2020 - 2022

- Grade Achieved: Merit

SOFTWARE

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|-----------------|---------------------|-------------------|
| • Autodesk Maya | • Substance Painter | • Unreal Engine |
| • ZBrush | • Blender | • Adobe Photoshop |
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KEY SKILLS

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|-----------------------|------------------------|-----------------------|
| • Communication | • Team Working | • Adaptability |
| • Pipeline Awareness | • Critical Thinking | • Organization |
| • Problem Solving | • CG Generalist skills | • Attention to Detail |
| • Technical Knowledge | • Time Management | • Efficiency |
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Recommendation available upon request.

GDPR Statement:

I hereby consent to the processing of the personal data in this CV by anyone who receives this CV for the sole purpose of consideration of my skills and experience for professional opportunities.