

# Hen Levene

Creative and enthusiastic 3D Artist with a passion for creating exciting and unique work.

## CG Generalist (Freelance)

Nexus Studios

August 2023 - December 2023

- Character Look-Dev Artist (Redshift) - 'Progressive Insurance Commercial'.
- Layout & Environment Modeller - 'Very - Let's Make it Sparkle' Christmas Advert.
- Layout & Props Modeller - Unannounced project across multiple render engines.
- Groom R&D (Houdini) - Unannounced project.

## Intern

Nexus Studios

June 2023 - July 2023

- Props Modeller and Texture Artist on an unannounced short film using Unreal Engine.
- Environment Modeller on live pitch.
- Assisting with Modelling and Texturing on 'Postmates - This is Your Brain Food'.
- Responsive to direction and feedback.
- Working as part of a team.
- Bringing a positive and open attitude.

## CG Trainee

Doodle Productions

July 2022 - August 2022

- Worked on the BBC production 'Messy Goes to Okido'
- Part of the Layout team.
- Shading in Arnold.
- Producing lighting Zeros in Gaffer.
- Ability to adapt to different tasks within the pipeline.
- Quickly picking up new production software.
- Friendly and keen attitude.

## Model Maker (Freelance)

Fulcrum Model Makers

2018

## Model Maker (Freelance)

Berry Place

2018

## Model Maker

Design Bridge LTD

2014 - 2018

- Producing precision physical models with a high attention to detail,
- Adaptable to working across various teams within the company.
- Successfully managing jobs that were to strict deadlines.
- Confident and strong problem solving skills.
- Enjoyed and grew while working as part of team.

## CONTACT

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## EDUCATION

### Bournemouth University

BA Hons, Computer Animation  
Art and Design | First Class Honours  
2020-2023

### Ravensbourne University

Foundation Diploma Art and Design  
2011-2012 | Distinction

## SOFTWARE SKILLS

Maya

ZBrush

Unreal Engine

Substance Painter

Substance Designer

Houdini (Groom)

Nuke

Blender

VRay

Arnold

Redshift

Adobe Creative Suite