

RESUME

CAITLIN THOMAS-RILEY

Illustrator - Animator - Narrative Designer

New Zealand

E: caitlin@lochnload.nz

Portfolio: <https://www.lochnload.nz/>

EDUCATION

2019-2023

TERTIARY SCHOOL

Victoria University of Wellington
Master of Design Innovation (2023)
BSc in computer graphics (2021)

Third year courses include

- Real time 3d graphics
- Image based graphics
- Computer game development
- User experience engineering
- Animation and visual effects III
- Illustration

Postgraduate courses include

- Research methods
- Advanced Theory
- Narrative Design

My thesis - Worldbuilding in Online Roleplay - was achieved with merit, and can be found at <https://doi.org/10.26686/wgtn.24137616> along with the accompanying project.

EXPERIENCE

- Freelance artist for five years. Working currently on minor indie projects and character & mascot design.
- President of the VUW Drawing Club (2022-2024).
- Frequent participation in game jams (programming, sprite, and animation work).

INTERESTS

I can illustrate in different styles including, but not limited to, anime, semi-realism, realism, and pixel art. I enjoy character development for game design, but can also turn my hand to world building and weapon/prop concept art as required.

I am adept at plot writing and world building for the fantasy genre, demonstrated by a long-running roleplayer server I administer. I am a member of the Hutt Art Society and belong to a painting group. Professionally, I have created freelance art-work for the Hutt City Council, as well as various graphic art for the Independent Research Association of New Zealand. I am frequently commissioned by online roleplayers to create images of their characters – specialising in strong female characters.

EXTRA

- Represented New Zealand in U19 Junior Women's Archery Team, winning bronze at Oceania in New Caledonia, among many other archery-related achievements
- Studied abroad in Japan on student exchange and maintain contact with Japanese friends
- Completed artistry work for the Mianite Minecraft series
- Occasionally I will also translate Japanese music to English and upload the translation to a wikia (as YouTube's community CC has been terminated).

SKILLS

Software

Unreal Engine (4, 5)
CLIP STUDIO PAINT EX
Maya
Blender
3D Coat
Adobe Photoshop
Adobe After Effects
RPG Maker MV
Aseprite
Github
Visual Studio/Code
Intellij

Coding Languages

Java
C
C++
Processing
UE Blueprint

Other

Communication over the internet
Story writing and boarding
Game and Community management
Conversational Japanese

