

# Ana Crowhurst

## Game Design Student

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Game design student at North Kent College, specialising in Character art and 3D modelling. Proficient in ClipStudio Pro and Figma for character design and vector graphics, with developing Blender skills in 3D character modelling and animation. Character artist for Infestation Education, creating a consistent 2D character art style across the game whilst collaborating in a 13-person team. Currently achieving Merit and Distinction grades. Active portfolio includes Sims 4 custom content creation.

### Education

**North Kent College: Sept 2024 – June 2026 (Expected)**  
Level 3 Extended Diploma: Creative Media Practice (Game Design), currently achieving Merit and Distinction grades.

### Specialisation:

- Character art
- 2D digital illustration
- 3D modelling

### Key Modules:

- Character design
- 3D Modelling
- Animation
- Game Development

### Wilmington Grammar School for Girls: GCSE 2022-2024

English Literature 9  
English Language 8  
Combined Science 8-8  
Computer Science 7  
Mathematics 7  
French 7  
Geography 6  
Religious Studies 5  
Drama 5

### Professional Skills

Collaboration and Leadership: Served as assistant leader in the art team during the development of Infestation Education, co-ordinating asset creation and art style consistency across 5 team members.  
Presentation and Problem-solving: Presented character concepts to the team, incorporating feedback from team leaders during the production of Infestation Education to ensure assets met both style and technical constraints.

### Technical skills

#### 2D digital art:

ClipStudio Pro and MediBang Paint Pro: Character illustration, concept art  
Figma: Vector graphics, character design

#### 3D Modelling and Animation:

Blender: Character modelling, rigging basics, 2D animation  
MMD: 3D character animation  
Game asset creation:  
Sims 4 Studio: custom content creation, texture work

### Projects

#### Infestation Education | Character Artist | North Kent College Level 3 Team Project [March - May 2025]

Worked as part of a collaborative 13-person team project in college to create a 2D action-adventure dystopia game Infestation Education, which is available on itch.io.  
<https://northkentcollegegames.itch.io/infestationeducation>

My role was Character Artist and Assistant lead of the art team.

- Created a consistent 2D art style for the game's human characters (8 characters)
- Modified concept designs to final character art in vector graphics
- Developed character animation sprites for humanoid and animal characters in multiple animation states (idle, attack, movement)
- Acted as assistant team leader for the art team during the project
- Provided voice acting for cutscene narration
- Achieved a Distinction grade on assignment

#### HyaxintheCC | Solo Project [August 2025 – Current]

Developing modded Sims 4 custom content for publication on TheSimsResource, demonstrating proficiency in game asset creation.

- Creating retextured items from Maxis content using ClipStudio Pro and Sims 4 Studio
- Currently developing original mesh designs in Blender for character assets.
- Learning UV mapping, texturing and game-ready asset optimisation
- Building a portfolio demonstrating character customisation, design and asset creation skills
- Work-in-progress portfolio
- Expected publication: December 2025

### Interests

- Engaging with the Game Development community through attending conventions and panels
- Studying character design in games, analysing art styles and principles
- Analysing character model construction and topology from existing games
- Creating fanart from existing media in stylised, chibi and anime art styles