

# Troy Lusty

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## About Me

Hi, my name is Troy and I'm a student 3D artist studying on a BA (Hons) Game Arts and Design course in the UK.

In 2019 I began experimenting with Blender after having used various 2D art applications such as Adobe Photoshop for over 5 years. After making this change, I realised that I have a huge interest in creating 3D graphics for video games and TV. At the moment I am working on expanding my skillset to encompass other areas with a focus on lighting and rendering techniques in relation to environment art.

My current portfolio of work can be found on my website at: [troylusty.com/projects](https://troylusty.com/projects).

## Education

### BA (Hons) Game Arts and Design ^

#### University of Plymouth (2024 - 2025)

- 1st year: Estimated completion May 2025

### FdA Games and Interactive Design ^

#### University Centre South Devon (2022 - 2024)

- 2nd year: 70.25% State Aggregate Mark (2024)
- 1st year: 69.43% State Aggregate Mark (2023)

### UAL Level 3 Extended Diploma in Creative Media Production and Technology ^

#### South Devon College (2020 - 2022)

- 2nd year: Extended Diploma - Distinction (2022)
- 1st year: Diploma - Distinction (2021)

### BTEC & A-level ^

#### Kennicott Sixth Form (2018 - 2020)

- Pearson BTEC Level 3 National Extended Diploma in Art and Design - Distinction Merit Merit (2020)
- AQA GCE/A Computer Science ADV (Python) - C (2020)

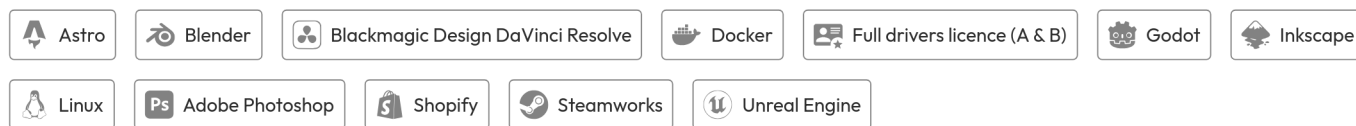
### GCSEs & Cambridge Nationals qualification ^

#### King Edward VI Community College (2014 - 2018)

- 10 GCSEs including Maths and English (2018)
- OCR Cambridge Nationals Creative iMedia Level 1/2 Award/Certificate - Merit at Level 2 (2016)

## Skills

My specific chosen area of focus is design, lighting, and rendering focusing on 3D environments within software such as Blender and Unreal Engine. Using either real-time or offline rendering techniques. In addition to this, I am also very interested in web development.



## Experience

### Production Assistant at SDC Radiant Rumble

Jun 2024 - Jun 2024

Assisted in the production of the SDC Radiant Rumble by controlling related media being displayed onto The Market Hall's 'Immersive Dome'. In addition, technical support was also provided to diagnose and fix an item of broadcast hardware which was failing to output any signal.

### Photogrammetry at Paignton Picture House

2023 - 2023

Digital capture of the historic building and its artefacts using photogrammetry and 3D laser scanning techniques. Carried out with a University tutor during the restoration of the building as a means of preservation.

### E-commerce Management at Dialled in Bikes

2021 - 2022

Product management of an online store using WordPress. Additionally, various visual design changes were made to the layout of the site and its content through the use of custom plugins.

### E-commerce Management & Video Production at Camouflage Store

2020 - Current

Setup and ongoing management of an online e-commerce store in addition to creating, editing, and publishing informational YouTube and social media content for a family run outdoors store.

[View Project](#)

### Web Design Mockups at WebBoss

2019 - 2019

I joined WebBoss for a week as my work experience placement in Sixth Form. In my time there I sat with the designers and developers observing the work they did before going off to create my own designs. These designs were then later turned into templates that customers could use as a launchpad when creating their own site. I used Adobe XD and Photoshop to create the designs which turned out to be different to what the rest of the team were using, however I was still able to fit into their team. Upon completion of the week I was invited back to work further over the coming holiday.

[View Project](#)