

Noah Bellamy

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[Portfolio](#) | [Linked In](#)

Professional profile

Dedicated Graduate specialising in Sci-fi 3D character and creature creation. I have been surrounded by games and the characters within them, this has given me an appreciation for the work 3D character sculptures do and has led me to choose this as my career option. I have been studying within the games industry for 5 years with 3 years' experience with sculpting which has helped me develop my 3D sculpting workflow and learn key skills like Retopologizing, UV mapping and Texturing. Using these skills I have created most Sci-fi pieces that are inspired by key influences that have made me pursue 3D sculpting such as Warhammer 40K. I aspire to eventually work within the industry on a game like games produced by Saber Interactive as a 3D character sculpture.

Key Skills

- Currently specializing in developing Sci-fi oriented models
- Currently working on my sculpting skills using software such as ZBrush and Blender
- Multiple years working within Unreal engine, Substance Painter, and Maya
- Experience working on large projects with teams of up to 8 members and ensuring each member has support.
- During my time at University I was a part of a group project working with Curve Digital providing me with additional knowledge into 3D workflows

Education

From September 2020 to April 2022

Confetti Institute of Creative Technologies - Nottingham

BTec level 3 games technology studies - Passed with D*DD

From September 2022 to April 2025

University of Derby

Ba (Hons) Computer Games Modelling and Animation – Expected Early 2025

Experience

Although I have not had much professional experience working as a character Sculpture, I have been working on my 3D skillset for 5 years and have used this time to create various styles of projects that has led me to take up a passion for 3D sculpting and creature/character design.

From September 2020 to April 2022

Morrisons - Customer Assistant

- Working with colleagues to ensure work is completed efficiently
- Helped build problem solving skills and work ethic

Curve Digital – Project collaboration

- Working in a team of 8 to produce a cinematic render
- Developing my understanding of the workflow a team should follow when creating a game such as Scrim meetings

Into Games

- I was involved in the Into games Studio live event in which I learned more about the inner workings of production within the games Industry

Achievements

- In 2022 I won the Young Creative Award for [Animation and Digital Media \(16-18\)](#) for a piece of work I had sculpted in Blender

Hobbies

- A Warhammer 40K enthusiast, using the character and creature designs as inspiration for my work