

Lauren Woodroffe

 www.laurenwoodroffe.co.uk

 079 6953 0256

 hello@laurenwoodroffe.co.uk

WORK EXPERIENCE

CLIMAX STUDIOS

UI Artist

Present

At Climax I often work on multiple projects simultaneously. These include creating and implementing UI assets, editing trailers, generating marketing assets, and developing pitch documents with designers. I have experience developing for a wide range of platforms including traditional gaming platforms and VR for PC, console and mobile.

Assassin's Creed Chronicles: China

Additional Artist

PC/Xbox One/PS4

Assassin's Creed Chronicles: Russia

Cinematic Artist

PC/Xbox One/PS4

Shadow of the Beast

UI Artist

PS4

Cancelled Playstation VR Title

UI Artist

Playstation VR

Gunsight

UI Artist

Gear VR/Oculus Rift

Balloon Chair Death Match

UI Artist

HTC Vive

AROOGA

2D Artist

Sept 2013 - Feb 2015

Developing slot machines, UI assets and marketing assets for both the Facebook and iOS game 'Pure Slots' from concept through to implementation in Adobe Flash.

TOOLS



Adobe Photoshop



Adobe Illustrator



Adobe InDesign



Adobe After Effects



Unity



Unreal Engine

SKILLS



User Interface



Illustration



Animation



Concept Creation



Motion Graphics

EDUCATION

Southampton Solent University

2009 - 2012



First Class Honours Degree in
Computer and Video Games