



Owen Neighbour

2D & 3D Character Artist

Profile

I am a concept artist who focuses on 2D characters, I am a bit of a generalist who likes to dip my toes into a lot of areas of concept design such as 3D art and environments.

I pride myself on the range I have as an artist as I have created a lot of 2D art in many styles, some cartoon like, and some being very exaggerated, all of this is intentional to fit the style of what I am working on.

Contact


📍 Basildon, Essex
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Technical Skills

 Photoshop (5 Years)

 After Effects (5 Years)

 Blender (5 Years)

 Maya (4 Years)

 Mudbox (4 Years)

 Substance Painter / Designer (3 Years)

 Unreal Engine (3 Years)

 Unity (3 Years)

 Clip Art Studio (1 Year)

Education

South Essex College -
- BSc (Hons) Computer Games Design - 2:1

- BTec Level 3 Extended Diploma in Creative Media Production (Games Development) - Triple Merit

Woodlands School -
- 5 GCSE Grades C or higher

Socials

Website | www.owenneighbour.com

ArtStation | owenneibz.artstation.com/

LinkedIn | www.linkedin.com/in/owen-neighbour-93035a164/

References

Reference 1
Ramakrishna Maccha | Southend on Sea
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Reference 2
Aaron Haggerty | Southend on Sea
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